S.T.A.L.K.E.R.

THE BOARD GAME

ZONE SURVIVAL

RULES & SCRIPTS

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COMPONENT LIST

Note: *To make it easier to separate Zone Survival mode elements from core game elements, the backs of all of Zone Survival components (cards, tokens, booklets) have a similar graphic design, i.e., camouflage pattern.*

PAPER

1 Zone Survival Rules & Scripts

1 Zone Survival Map book

CARDS

STANDARD CARDS

10 Special cards

10 Character cards

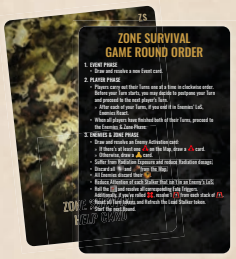
55 Setup cards

70 Event cards

SMALL CARDS

20 Unique Loot cards

OVERSIZED CARDS



1 ZS Help card

TOKENS

1 Pipe

1 Sewage

1 Tunnel

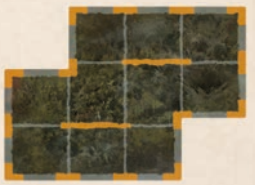
1 Bus

1 Excavator

1 Truck

1 Cave

1 Scrapyard



1 Thicket

1 Concrete Room

1 Flooded Room

1 Cluttered Room

1 Exit Tunnel

1 Silo

1 Sniper Fire

2 Spawn Point

1 Device

1 Installation

1 Monolith

1 Helper

1 Trader

1 Stranger

1 Exit

4 Chest

3 Sandbags

1 Dead Body

1 Busy

1 Cloud

1 This Room

1 Safe

1 Secret Stuff

1 Heavy Machine Gun

1 Low Attention

1 High Attention

4 Manhole

7 Off

7 On

4 Trap

1 Plastic Explosive

9 Hole

1 Unique Loot

1 Dark Entrance

4 Barrel

1 Spiked Trap

3 Mine

6 Rubble

5 Tight Passage

1 Decoder

6 Fire

6 Map Radiation

1 Viewfinder

1 Target

1 Locked Door

1 Armored Gate

1 Key

1 Escape

1 Help

1 This Enemy

ZONE SURVIVAL RULES

HOW IS ZONE SURVIVAL DIFFERENT FROM THE REGULAR S.T.A.L.K.E.R. CAMPAIGN?

Unlike the S.T.A.L.K.E.R. Campaign mode, in the Zone Survival mode you do not play subsequent Missions that create a larger, coherent story. Zone Survival games are always one-shot games. The story doesn't connect between them; the characters don't develop from game to game. Every time you finish the game, everything resets.

In Zone Survival mode, you have ten Scenarios to choose from, each of which can be played on any of the ten Maps, giving you 100 possible combinations.

In each of these games, you draw four unique game elements from a pool of 55 different Setup cards, along with their tokens (for example, additional side missions, unique places and objects, boosts for enemies, allies, etc.). This gives you thousands of unique combinations right from the game setup.

Enemies and Anomalies are also randomized.

In Zone Survival mode, you also use a completely different Event deck (usually, in one game, you use about 8 unique Event cards drawn from a pool of 70 different Events dedicated to Zone Survival mode).

Some Setup and Event cards introduce new NPCs to the game, selected from the Characters mini decks (Helpers, Traders, Strangers).

During the game, you will find unique equipment dedicated only to this mode: 20 cards in the Unique Loot deck.

The last additional deck is Special cards. Cards from this deck contain special rules that are introduced into the game only in certain Scenarios or specific situations.

Moreover, you use a different Game Round Order Help card in this mode because you resolve two slightly different steps.

All these elements are described in more detail in the following chapters.

After you finish the setup, the Zone Survival game plays just like the regular Campaign Mission. Just follow the Zone Survival Game Round Order Help card.

ZS TOKENS

Zone Survival mode uses many dedicated tokens. Whenever you need to use one of them (e.g., place it), the appropriate Scenario, card, or Script describes exactly where and how to place it.

Zone Survival mode tokens have their names on their backs to make them easier to find. Often, in subsequent games, a given token represents something slightly different (e.g., A Thicket token sometimes represents Dense Thickets, other times Mysterious Thickets, and sometimes Mutant Shrubs – depending on the card that uses a Thicket token in a given game).

Note: *The cards' content is usually divided into several sections written in a different font color (e.g., gray setup information, rules content in black font, etc.). Secondly, in the Setup section, we use universal token names (e.g., Thicket), in the content of the rules, we use the name of a given element specified by this card (e.g., Mysterious Thickets).*

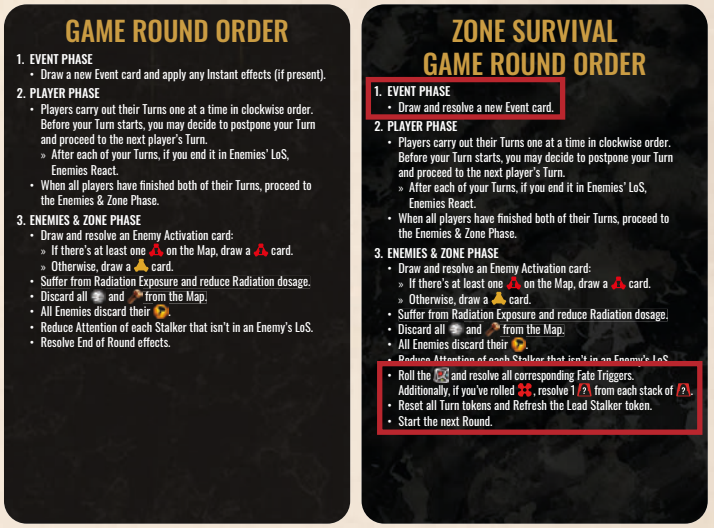
Most Zone Survival tokens are placed on Map spaces so that they do not create new spaces but are merely additional elements placed on Map spaces.

However, a few Zone Survival tokens (Rooms, Pipes, Vehicles, Enviro) add their own spaces to the game. Such tokens are surrounded by appropriate space boundaries (like Open edges, Impassable Terrain or Walls). As you will notice, they are slightly smaller than typical spaces – so that they do not accidentally cover the edges of the spaces you place them on. If the game allows you to place such a token on existing spaces and thus cover, for example, a Radiation symbol or a Wall, then these covered elements are effectively ignored from that moment on.

Note: *Marked space of the Excavator token does not have space boundaries, so treat it as an additional element placed on that Map Tile space.*

Note: *Hole tokens placed on any Wall work identically to Doors.*

ZONE SURVIVAL GAME ROUND ORDER HELP CARD


GAME ROUND ORDER
1. EVENT PHASE
• Draw a new Event card and apply any Instant effects (if present).
2. PLAYER PHASE
• Players carry out their Turns one at a time in clockwise order. Before your Turn starts, you may decide to postpone your Turn and proceed to the next player's Turn.
» After each of your Turns, if you end it in Enemies' LoS, Enemies React.
• When all players have finished both of their Turns, proceed to the Enemies & Zone Phase.
3. ENEMIES & ZONE PHASE
• Draw and resolve an Enemy Activation card:
» If there's at least one on the Map, draw a card.
» Otherwise, draw a card.
• Suffer from Radiation Exposure and reduce Radiation dosage.
• Discard all and from the Map.
• All Enemies discard their .
• Reduce Attention of each Stalker that isn't in an Enemy's LoS.
• Resolve End of Round effects.
ZONE SURVIVAL GAME ROUND ORDER
1. EVENT PHASE
• Draw and resolve a new Event card.
2. PLAYER PHASE
• Players carry out their Turns one at a time in clockwise order. Before your Turn starts, you may decide to postpone your Turn and proceed to the next player's Turn.
» After each of your Turns, if you end it in Enemies' LoS, Enemies React.
• When all players have finished both of their Turns, proceed to the Enemies & Zone Phase.
3. ENEMIES & ZONE PHASE
• Draw and resolve an Enemy Activation card:
» If there's at least one on the Map, draw a card.
» Otherwise, draw a card.
• Suffer from Radiation Exposure and reduce Radiation dosage.
• Discard all and from the Map.
• All Enemies discard their .
• Roll the and resolve all corresponding Fate Triggers. Additionally, if you've rolled , resolve 1 from each stack of .
• Reset all Turn tokens and Refresh the Lead Stalker token.
• Start the next Round.

In Zone Survival mode, a different Game Round Order Help card is used, dedicated to this mode. It is used because several Round steps differ from those in the Campaign game.

First, during the Event Phase, you also draw Events cards, but they are different than Mission and Random Events from the Campaign. You must read the entire Event card and follow its instructions. Zone Survival Events have the following tags which suggest how they are resolved:

- **Instant** – Resolved once and immediately discarded.
- **One-Turn** – Provides a lasting effect. Active for a whole Round and discarded later.
- **Long** – Provides a lasting effect. Possibly Active for multiple Rounds.
- **Weather** – Provides a lasting effect. Only 1 Weather can be Active at any time.
- **Improved Enemies** – Provides a lasting bonus to Enemies until a condition (e.g. killing a specific Enemy) is met.
- **Ace in the Hole** – Provides a single-use special bonus that a Stalker may use in a time of need.

Note: *Some cards have multiple tags, and as a result, an Instant card may not be discarded because it also has a Long tag and a lasting effect.*

Additionally some Events contain a **Fate Triggers** section which is resolved during the Enemies & Zone Phase.

Fate Triggers is a new mechanic that is available only in Zone Survival mode. It refers to the sections on Zone Survival cards that are written in white text on a red background. There, you will find a description of what can happen when resolving the Fate Triggers step.

The Fate Triggers step always starts with the roll (only one roll!) to determine which of the effects described in the red section of EACH card placed next to the board is activated at that moment. It applies to all face-up Event cards, Setup cards, Special cards, etc. If there are multiple cards with the Fate Triggers step effects, resolve them in any order, but remember to roll the first!

If an effect described in a card's Fate Triggers section is not associated with any result, then it ALWAYS triggers during that step, regardless of the result of the roll. However, if a given effect is assigned to a specific result, it will only activate if the result of the roll performed in the Fate Triggers step matches the result on the card.

If you roll at the beginning of a Fate Triggers step, you must also resolve 1 from each stack of – there is a reminder on the Game Round Order Help card in the description of this step.

Note: *Some cards in the Fate Triggers section have several effects assigned to different results. This means that they trigger different effects in different Rounds, depending on the result during the Fate Triggers step in that Round.*

UNIQUE LOOT DECK

ZS
UNIQUE LOOT
AXE
Whenever you perform the "Knife" Basic Action, choose one:
Roll 4 instead of 3.
OR
Discard this card to roll 6 instead of 3.
1000
FLASH
ELECTRIC
Whenever you would suffer the effect of an Electric Anomaly, you may discard a to ignore the effect.
2000
3
EXOSKELETON
DEFENSE 6
MAP RADIATION -3
Artifact Container: IMPROVED
Whenever you lose 6HP or more, place 1 on this card.
Defense is reduced by 1 for each on this card.
20000

The Unique Loot deck is simply an additional deck of Equipment cards found only in Zone Survival mode. You only draw a card from it when the game instructs you to do so (usually as a result of an Action or a Script).

Additionally, sometimes, a Unique Loot token appears on the Map. It is picked up in the same way as a regular , but its effect is always to draw 1 card from the Unique Loot deck.

ZONE SURVIVAL SCRIPTS

At the end of this booklet there is a Script Book dedicated to Zone Survival mode. Many cards ask you to find and resolve a specific Script, which is located in the Script Book.

If the script is targeted at a specific Stalker (e.g., due to their Actions or the Fate Trigger), the appropriate player reads it. If the script is addressed to all Stalkers, any player may read it. You can read the entire script aloud or summarize it to the other players in your own words. This second method usually gives a more interesting effect.

Each time you resolve a Script and it does not lead to any other Script, simply close the Script Book and return to the game on the Map.

GAME SETUP IN ZONE SURVIVAL MODE

To setup game for the Zone Survival mode follow the steps below. Once you become familiar with these rules, you'll find it much easier in the future to set up without reverting to the extensive descriptions below. A short description of the setup steps can be found in each of the individual Scenarios, with all the modifications for a given Scenario. Therefore, in the future, all you need to do is select a Scenario and then perform all setup steps simply using the list on that Scenario's page.

STEP 0 CHOOSE A SCENARIO

The first step is to choose a Scenario. There are ten ZS Scenarios available:

1. **Elimination (see page 10).**
2. **Recon in Force (see page 10).**
3. **Boss Hunt (see page 11).**
4. **Manhunt (see page 11).**
5. **Scouting (see page 12).**
6. **Gather Supplies (see page 12).**
7. **Secret Mission (see page 13).**
8. **Escape (see page 13).**
9. **Frontal Assault (see page 14).**
10. **Surrounded (see page 14).**

If you don't want to choose, you may randomize it.

Note: *Each of the 10 cards of the Special deck has a random number in the upper righthand corner (from 1 to 10), prepared specifically for drawing a random number during the ZS mode game setup. Shuffle these cards, draw one of them, and thus have a random number from 1 to 10. These numbers on the Special cards are for this purpose only.*

Each Scenario defines the game's primary goal (i.e., victory conditions), determines how many Rounds the game lasts, how many and what type of Enemies there are, how many Loot and Unknown are placed on the Map, how much Equipment your Stalkers can buy this game and where they start, what special rules, cards, and special elements define the game, etc.

Note: *Setup Steps introduce a specific order in which game elements are placed on the Map. However, you have the full knowledge of the Map and components placements and you should make full use of it. So for example, when placing unique game elements in Step 2, you know where your Enemies will be or where your Stalkers start the Scenario, even though those are further Steps. It is also worth checking the main Objective of this Scenario when purchasing Equipment.*

Since Scenarios have varying levels of complexity with special rules and exceptions, we recommend the BOSS HUNT Scenario as the best one to start with.

STEP 1 DRAW AND ARRANGE A MAP

Choose a Map. There are ten ZS mode Maps available:

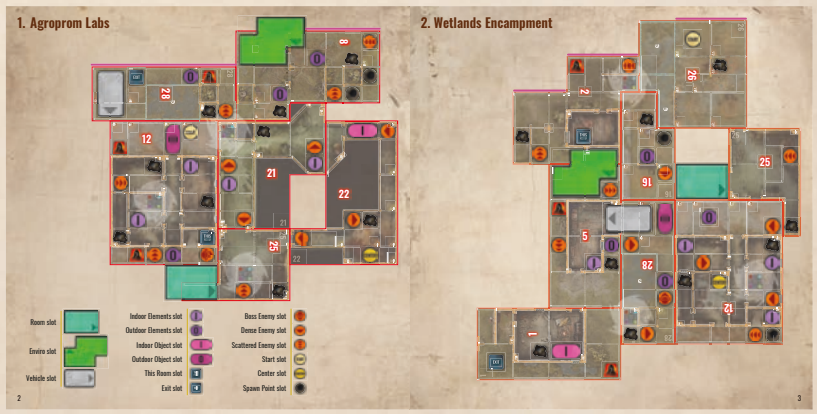
1. **Agroprom Labs**
2. **Wetlands Encampment**
3. **Overgrown Warehouse**
4. **Guardpost Enclave**
5. **Urban Precinct**
6. **Prypiat Outskirts**
7. **Meadow Village**
8. **The Research Site**
9. **Rostock Barrack Grounds**
10. **Red Forest Chapel**

If you don't want to choose, you may also randozmize it. Maps can be found in the ZS MAPS booklet. They are listed in the numerical order, so you can easily find the chosen one.

There's a diagram (similar to those from the Campaign) on the page with the Map describing which Map tiles to choose and how to arrange them to create the Scenario Map.

Once you have arranged the Map, do nothing else at this stage. The remaining information on the Map page aids only in the following setup steps (and even later, during the game). Therefore, leave the booklet open on the chosen Map until the end of the game.

Note: *Place all Map tiles as arranged in the ZS MAPS booklet and (for now!) ignore the exact locations of slots on the Map. Subsequent steps require you to place specific elements indicated by the Scenario or a card in their respective slots (e.g., "Place the Cluttered Room token in the Room slot").*



Example

STEP 2 FIND AND PLACE SPECIAL CARDS AND TOKENS

Some Scenarios use Special cards and tokens dedicated to them (e.g., the "Installation" card & token always appears in the Frontal Assault and Surrounded Scenarios, the "Hidden Enemies" card in the Recon in Force Scenario, the "Chase" card in the Manhunt Scenario, etc.).

You can find cards dedicated to specific Scenarios in the Special deck.

Cards from the Special deck introduce additional rules into the game when needed. This can happen not only during the game setup but even later during the game (e.g., when the Fire token appears for the first time in the game as a result of a Script or card effect, then this Script or card also requires you to find the Fire card in the Special deck).

Whenever the game tells you to find and play a specific card from the Special deck, search the Special deck, place that card next to the Map and resolve its setup section.

Most cards from the Special deck (as well as most cards from the Setup deck and most of the cards from the Event deck) have a Setup section (in gray text) that describes the special rules that such a card introduces to the game.

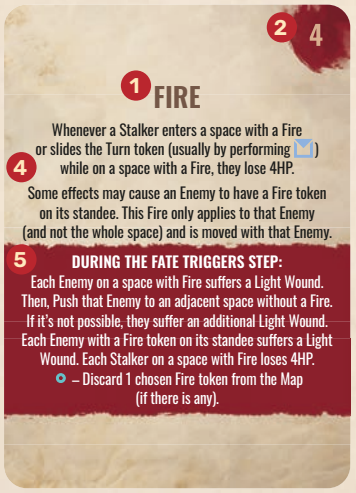
Whenever a card is brought into play, you must immediately follow all instructions in its Setup section. Most often, this section describes which tokens should be found in the ZS token pool, and where and how to place them.

Of course, you should also read the rest of the card to find out how this card changes the game, what new rules apply from now on, or what new Actions are available thanks to it (usually, the Actions are only available on the space where the token associated with this card is located).

Some Special cards (and some cards from the Setup and Event deck) also have a section regarding the FATE TRIGGERS STEP (the section is written in white text on a red background). The resolution of this section is described in more detail in the ZONE SURVIVAL GAME ROUND ORDER HELP CARD section.

Note: *Remember that the numbers in the upper righthand corner of the Special cards are used only to draw a random number during step 1 and step 2 of the game setup. Apart from this situation, they should be ignored while playing.*

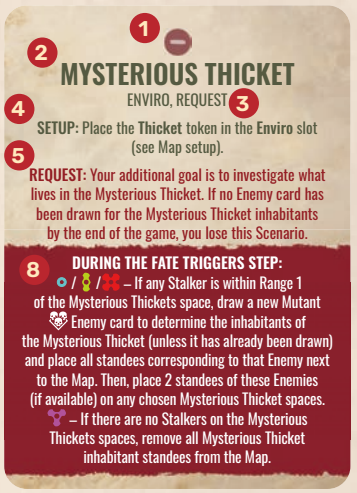
1
LOCKED DOOR
2 1
3 The Locked Door token is placed on the indicated door to block it.
The Locked Door is treated as a Wall.
Stalkers may Attack the Locked Door. It is treated as present in both spaces adjacent to the token.
4 5★: Place 1■ on this card.
Whenever you Attack the Locked Door with a Blast effect, additionally place 1■ on this card.
When you place a third ■ on this card, the Locked Door is destroyed – discard its token and this card.
Stalkers on spaces adjacent to the Locked Door token may perform the following Action:
Try to open: Roll the once for each Stalker on this space:
– Place the on your space. Discard the Locked Door token and this card.


2 4
1 FIRE
Whenever a Stalker enters a space with a Fire or slides the Turn token (usually by performing) while on a space with a Fire, they lose 4HP.
4
Some effects may cause an Enemy to have a Fire token on its standee. This Fire only applies to that Enemy (and not the whole space) and is moved with that Enemy.
5 DURING THE FATE TRIGGERS STEP:
Each Enemy on a space with Fire suffers a Light Wound. Then, Push that Enemy to an adjacent space without a Fire. If it's not possible, they suffer an additional Light Wound.
Each Enemy with a Fire token on its standee suffers a Light Wound. Each Stalker on a space with Fire loses 4HP.
– Discard 1 chosen Fire token from the Map (if there is any).

1. **Name**
2. **Random number** – Used for randomizing Scenarios and Maps.
3. **Setup** – Instructions where to place tokens related to the card.
4. **Rules** – Effects of tokens, additional Actions and etc.
5. **Fate Triggers** – All effects applied during the Fate Triggers step.

STEP 3 DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

2
ABANDONED STALKER CAMP
THIS ROOM 3
4 SETUP: Place the This Room token in the This Room slot (see Map setup).
6 Be careful here, Stalkers don't like it when you poke around in their hiding places!
Stalkers in the Room with This Room token may perform the following Action:
7 (only if there is no on this card):
Search: Place an on this card, then roll the :
– You found nothing.
– Gain 1 Item.
– Gain 1 random Artifact.
– Gain 1 Unique Loot.
8 DURING THE FATE TRIGGERS STEP:
If there is no Entity in the Room with This Room token, discard the from this card.
If there are any Stalkers in the Room with This Room token – see script 376.


1
2
MYSTERIOUS THICKET
ENVIRO, REQUEST 3
4 SETUP: Place the Thicket token in the Enviro slot (see Map setup).
5 REQUEST: Your additional goal is to investigate what lives in the Mysterious Thicket. If no Enemy card has been drawn for the Mysterious Thicket inhabitants by the end of the game, you lose this Scenario.
8 DURING THE FATE TRIGGERS STEP:
/ / – If any Stalker is within Range 1 of the Mysterious Thickets space, draw a new Mutant Enemy card to determine the inhabitants of the Mysterious Thicket (unless it has already been drawn) and place all standees corresponding to that Enemy next to the Map. Then, place 2 standees of these Enemies (if available) on any chosen Mysterious Thicket spaces.
– If there are no Stalkers on the Mysterious Thickets spaces, remove all Mysterious Thicket inhabitant standees from the Map.

1. **Score Modifier** – Increases or decreases the possible Scenario score.
2. **Name**
3. **Tags** – All cards drawn during the Setup must have different tags.
4. **Setup** – Instructions where to place tokens related to the card.
5. **Request** – Some cards include an additional goal that must be accomplished to succesfully finish the Scenario.
6. **Story**
7. **Rules** – Effects of tokens, additional Actions and etc.
8. **Fate Triggers** – All effects applied during the Fate Triggers step.

Draw four random cards from the Setup deck one by one. Each time you draw a card with at least one tag identical to the tag on any previously drawn Setup card, discard it and draw another one in its place.

As a result, you should have four cards with no repeat tags.

Then, read the contents of these cards and resolve their setup instructions.

First, resolve the setup sections of these cards, which place tokens in specific dedicated slots. Only then resolve the setup section of the remaining cards, which allows you to place tokens in various places of your choosing.

As you can see, Setup cards also introduce significant changes to the gameplay, adding new places, actions, side quests, NPCs, modifications, etc., thus creating even more unique conditions in each game, even during the same Scenario on the same Map.

If there are Buildings locked with a Locked Door or Armored Gate in the game at the setup stage, no Holes, Pipes, or similar tokens may be placed during the game setup in such a way that they create an alternative entrance to these Buildings.

Note: *Several cards in this deck (e.g., Flooded Room, Mysterious Cave, Radioactive Tunnel, Excavator Wreck) refer to the "marked space" of their token. The marked space of such a token is the space with a small yellow disc and a black cross. Take a closer look, and you will notice it immediately.*

Note: *Many of the Setup cards (as well as many of the Event and Character cards) have or icons above the title. These score modifiers only affect the game's outcome if you win. You can, of course, ignore them if you are not interested in scoring more accurately than victory or defeat. Score modifiers depend on how a given card makes the game harder or easier. A means that the game is more difficult, and a means that it is easier.*

ZONE SURVIVAL CHARACTERS DECK

One of the Setup cards allows you to add a random Helper card to the game and several of the Event cards enable you to add a random Trader or Stranger card.

The Helper, Trader, and Stranger characters are not full-fledged Entities like Stalkers or Enemies. They do not interact with the game other than what is described on their cards. Therefore, for example, bullets fly through them, enemies ignore them until the card says otherwise, they don't trigger Anomalies, they ignore Radiation, they cannot perform any Actions other than those available on their cards, explosions don't harm them, etc.

While moving, these characters treat Windows as Open edges.

STEP 4 DRAW AND PLACE ANOMALIES

Draw one Anomaly card from the core game Anomaly deck – this is the Anomaly used in this game.

Then, place the 3 Anomaly overlays of the same type in the appropriate slots on the Map, as shown in the Map Setup.

Then, place the Anomaly standees with underneath in the appropriate places on the Anomaly overlays.

If you draw a Moving Anomaly, similarly to the core game, you place only 1 Anomaly standee (on the overlay with the lowest number) and you don't place any .

If an Event requires you to replace the current Anomaly type with a new one, only replace the Anomaly card and Anomaly standees. The location of the Anomaly overlay and its type remains unchanged. Similarly, if you have already drawn any Artifact tokens, do not refill them when changing Anomalies.

However, if you are replacing a Moving Anomaly, add Anomaly standees, so that there is an Anomaly standee in each Anomaly Center. Then, place 1 under each Anomaly standee.

STEP 5 DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

First, place the appropriate number of random Unknown tokens in the slots shown in the Map Setup of the Map in the ZS MAPS booklet.

The number of Unknown tokens can be found in the given Scenario in step 5.

Then, draw Enemy cards according to the types given by the Scenario in step 5, e.g.:

- Mutants: 1 card, 1 card, 1 card.
- Humans: 1 card, 1 card.

Draw Enemy cards until you have drawn all the types required by the Scenario. These are the Enemies that are used in this game.

Now place the required Enemy standees in the slots shown in the Map Setup. Place remaining standees next to their Enemy cards. They're part of the Enemy pool.

A given Scenario may tell you to place the Enemies in Dense or Scattered slots. Standees are then placed on Enemy slots appropriately described as Dense or Scattered with facing marked with the arrows.

Place as many and Enemies as specified in the given Scenario in Step 5.

If the Scenario requires placing more Enemies than available slots of the required type (Dense or Scattered), the rest of the Enemies are placed on Enemy slots that do not match the required type.

For example: *You have to field 1 Enemy and 6 Enemies in Dense slots, and you only have 6 Dense Enemy slots available. In this situation, you place the first six Enemies on Dense Enemy Slots, and the remaining Enemy on a chosen Scattered Enemy slot.*

If the Scenario requires you to place fewer Enemies than you have available slots of the required type, then you decide which of these slots you place Enemies on and which ones you leave free.

If a Enemy is involved in a given Scenario, place his standee in the Enemy slot with facing marked with the arrow.

Note: *Some Scenarios require deploying all or some of the Enemies differently. Then, follow the instructions given in this Scenario in Step 5.*

Note: *Different types of Enemies have different numbers of standees representing them. If the game during setup tells you to place more Enemy standees than are in the pool, place the maximum number available.*

Note: *In Zone Survival mode, all 8 Bandits standees (3 Bandits with rifles, 3 Bandits with shotguns, and 2 Bandits with machine guns) are treated as eight standees for the drawn Bandit card.*

Note: *Sometimes during the game, as a result of some Setup cards, Events, or scripts, a new type of Enemy may appear (you draw a new Enemy card, place additional Enemy standees, etc.). In this case:*

- *Mutants are always allies to other Mutants and hostile to Humans (and vice versa).*
- *If the required Enemy Team token is no longer available, then you do not place any Enemy Team token on the new Enemy card (and thus, these new Enemies are activated by Enemy Activation cards correspondingly less often).*

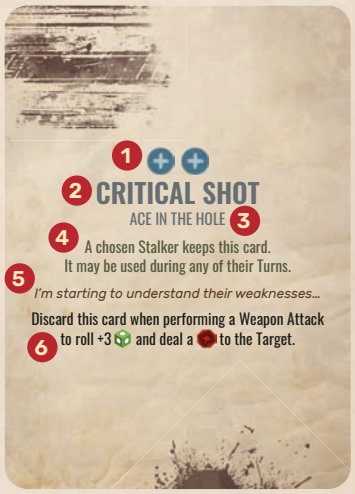
STEP 6 PLACE LOOT TOKENS

Place 2 random in each slot, as shown in the Map Setup.

Note: *Some Scenarios require placing more or less , but most of the Scenarios will instruct you to play 2 tokens in each slot. If that's not the case, follow the instructions given in this Scenario in Step 6.*

STEP 7 PREPARE THE EVENT DECK

1
2 BLIZZARD
LONG, WEATHER 3
4 Place this card next to the Map.
If any other Weather card is in play, discard it.
6 Enemies can only Move up to 2 spaces with each Movement.
Whenever a Stalker Moves more than 2 spaces during one Action, they lose 1 HP for each space they Moved above 2.
Whenever a Stalker places their Attention token outside of an Enemy's LoS, they may move it 1 space.
7 DURING THE FATE TRIGGERS STEP:
– The blizzard is fading, discard this card.
– Each Stalker on an Outdoor space loses 3HP unless they discard 1 Food Item.


1
2 CRITICAL SHOT
ACE IN THE HOLE 3
4 A chosen Stalker keeps this card.
It may be used during any of their Turns.
5 I'm starting to understand their weaknesses...
Discard this card when performing a Weapon Attack
6 to roll +3 and deal a to the Target.

1. **Score Modifier** – Increases or decreases the possible Scenario score.
2. **Name**
3. **Tags** – Defines the type of Event card effect.
4. **Setup** – Additional setup instructions.
5. **Story**
6. **Rules** – Effects of tokens, additional Actions etc.
7. **Fate Triggers** – All effects applied during the Fate Triggers step.

Draw the required number of Event cards from the Zone Survival Event deck, shuffle them without looking at the faces, and set them as the Event deck for this game.

The number of Event cards is also the number of Rounds in a game.

The required number of Event cards is given in each Scenario in step 7.

Note: *Events in Zone Survival mode come in several types, which means they behave slightly differently (this is always described on a given card). Some Event cards stay in the game for a long time or even permanently, some only work for 1 Round, some have an instant effect and are discarded immediately after resolution, others are taken by a Stalker and kept as a special one-time action played from hand, etc.*

STEP 8 CHOOSE STALKERS AND EQUIPMENT

Choose or draw your Stalkers and prepare their PDA like before a regular Mission in the Campaign game.

Then, buy Equipment (Weapons, Magazines, Armor, Attachments, Artifacts, Items) with the available funds in the given Scenario.

Available funds for equipment purchase for the entire team can always be found in a given Scenario in Step 8.

Note: *In Zone Survival mode, each Magazine has a value of 300 ₹, all Equipment cards can be purchased for their ₹ value.*

STEP 9 PLACE STALKERS ON THE BOARD

Place your Stalkers' standees in the slots shown in the Map Setup.

You don't always start in the Start slot, sometimes you begin in the middle of the Map, sometimes in a specific location, and sometimes in any of several options. In Step 9, you find your starting point in a given Scenario.

Note: *The Stalkers starting place in a given scenario is called the Stalker Entrance slot (and some cards and scripts may refer to this slot).*

And that's the whole setup. Now it's time to start your mission!

END OF THE GAME – VICTORY AND SCORING

After drawing the last card from the Event deck, the last Round of the game begins (unless in some way, as a result of a script, Event cards are added to the Event deck thus extending the game). Otherwise, after the last Round, the game ends.

Then, if the main Objective of the Scenario has been fulfilled and you have also met the condition of the cards with the Request tag that is face up next to the Map (if any), the game ends with the Stalkers' victory.

However, if the primary Objective of the Scenario is not completed and/or a card with the Request tag is face up next to the Map and its condition is not met, the game ends with the Stalkers' defeat.

Note: *Some Scenarios can result in a victory even if there are cards left in the Event deck. Each Scenario lists the exact victory conditions and when it occurs.*

SCORE COUNTING DURING VICTORY

If you want, you can specify your victory level in a given game more precisely:

- The victory itself is worth 20 points.
- Add 1 point for each ⊖ on each Setup, Event, and Character card (above the card title) that was included in the game, even from discarded cards (during the game) and from cards that were not drawn from the Event deck.
- Subtract 1 point for each ⊕ on each Setup, Event, and Character card included in the game, even from discarded cards (during the game) and cards not drawn from the Event deck.

After adding up the points according to the method described above, you receive the exact level of your victory – if only to compare it with the results of other players' teams or your results from other matches.

Note: *If you want to use the accurate victory point counting system, you must discard Setup cards, Event cards, and Character cards to one specific place during the game so that you can easily find them after the game and be able to check their score modifiers.*

WHAT ELSE

ZONE SURVIVAL MODE GOLDEN RULES

Components that are tied to a specific Campaign Mission that weren't specifically added to main decks aren't available in Zone Survival mode (e.g., if you found a cool Artifact in one of the Missions but the game didn't specified that it's now part of the Artifacts deck you can't use it in ZS Scenario).

Whenever you must place a specific token, but no such token is available in the pool (e.g., it is already placed on the Map), you simply do not place it.

Note: *When a card instructs you to place a "This Enemy" token on an Enemy, and there is no such token in the available pool (because it has already been placed earlier), the rest of the card is still valid, and it simply applies to the Enemy who already has the "This Enemy" token.*

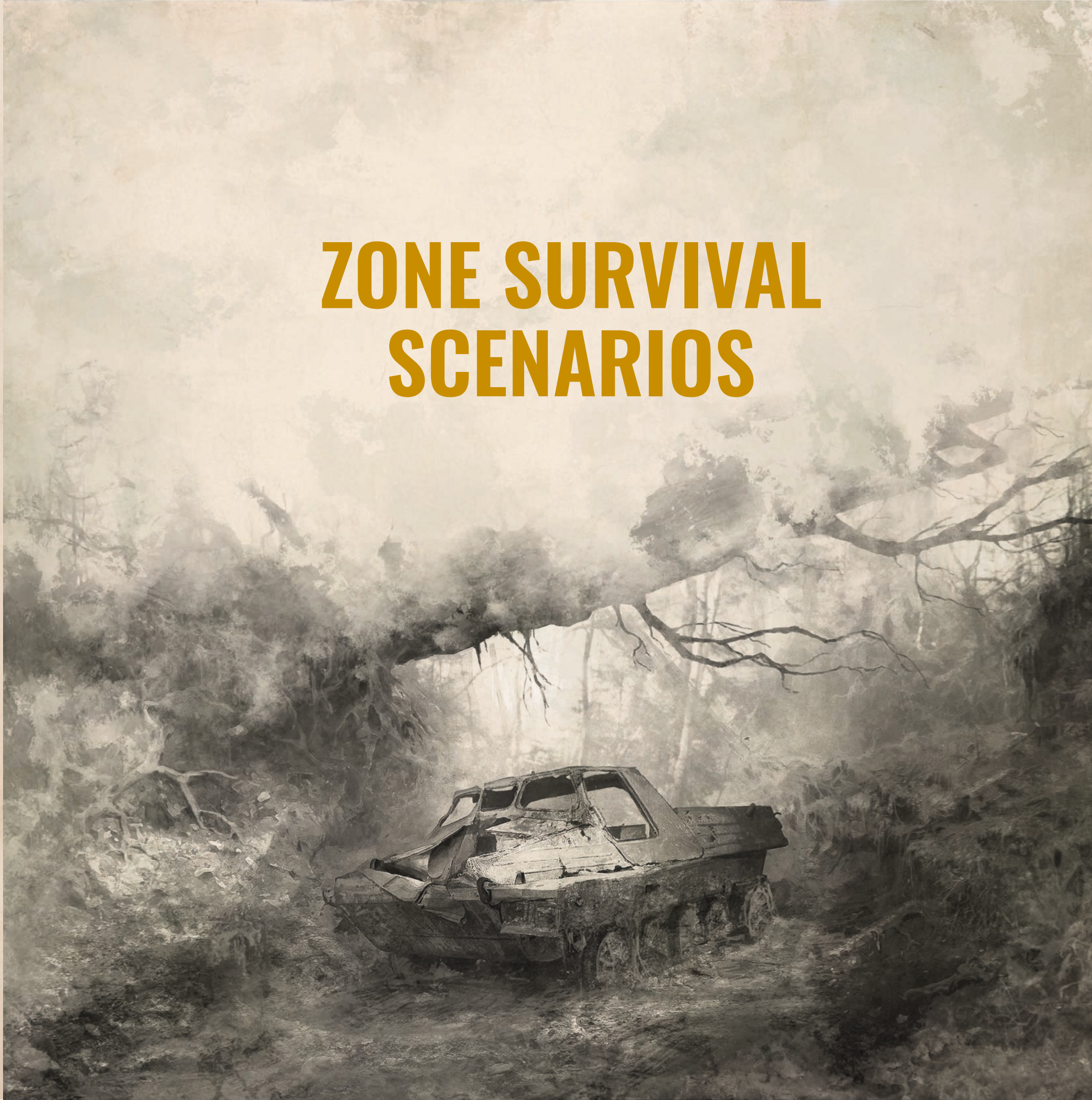
Reminder: *Indoor spaces are all spaces in any Rooms. Outdoor spaces are all spaces that do not belong to any Room.*

PLAYING ZONE SURVIVAL MODE WHILE PLAYING THE CAMPAIGN

If you want to play the game of the Zone Survival mode while you are in the active S.T.A.L.K.E.R. Campaign, make a note of what exactly you have in your Stash. After you finish playing Zone Survival mode, you can easily restore the contents of your Stash and continue the Campaign.

Remember, anything in Zone Survival mode does not impact the campaign.

ZONE SURVIVAL SCENARIOS



1] ELIMINATION

In this Scenario, the situation is simple: us or them. We must kill all our enemies and not get ourselves killed, no matter how long it takes.

SCENARIO TYPE: Hunt

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- In the setup of this Scenario, do not place any Special cards & tokens.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- Place three stacks of four random ? in the ? slots. Note that in this Scenario, only 4 ? are placed in each ? stack!
- Draw 1 Mutant Enemy card, 1 Mutant Enemy card, and 1 Mutant Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on Enemy slots, starting with Scattered slots:
  - Single Stalker: 1 Enemy, 1 Enemy, 3 Enemies
  - 2 Stalkers: 1 Enemy, 1 Enemy, 5 Enemies
  - 3 Stalkers: 1 Enemy, 2 Enemies, 5 Enemies
  - 4 Stalkers: 1 Enemy, 3 Enemies, 6 Enemies
- The Enemy standee starts in the Boss Enemy slot.

(STEP 6) PLACE LOOT TOKENS

- Place 2 random ? in each ? slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 11- random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 12,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in any spaces within Range 1 from the Center slot. Please note that Stalkers are NOT placed in the dedicated Starting Point slots in this scenario!

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** if there is at least 1 Enemy standee on the Map after the last Round.
- **You win immediately** when there are no Enemy standees on the Map (it doesn't matter if there are any ? left on the Map).

2] RECON IN FORCE

In this Scenario, you must eliminate all the mutants sneaking around in their hideouts throughout the area. How you achieve this, silently or with brutal firepower, is up to you.

SCENARIO TYPE: Hunt

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the HIDDEN ENEMIES card in the Special deck and place it next to the Map.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- Place 1 random ? in each ? slot, 1 in each Dense & Scattered Enemy slot, and 1 in each Spawn Point slot. So you should place a total of 17 ? on the Map.
- Draw 1 Mutant Enemy card and 1 Mutant Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the appropriate number of Enemy standees on Enemy slots, starting with Scattered slots:
  - Single Stalker: 0 Enemies, 2 Enemies
  - 2 Stalkers: 0 Enemies, 3 Enemies
  - 3 Stalkers: 0 Enemies, 4 Enemies
  - 4 Stalkers: 0 Enemies, 5 Enemies +

(STEP 6) PLACE LOOT TOKENS

- Place 2 random ? in each ? slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 11- random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 12,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in the Starting Point slot.

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** if, after the last Round, you still do not meet the victory conditions described on the HIDDEN ENEMIES card.
- **You win immediately** when you meet the victory conditions on the HIDDEN ENEMIES card during the Fate Triggers step.

3] BOSS HUNT

In this Scenario, you only have one goal: to kill the mutant leader! The mission succeeds if you manage to do this and escape alive. What happens to the remaining mutants is unimportant in this mission.

SCENARIO TYPE: Hunt

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the EXIT and the SPAWN POINTS cards in the Special deck and place them next to the Map.
- Place the Exit token in the Exit slot.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- Place two stacks of eight random ? in any chosen ? slots. Note that in this Scenario, only 2 ? stacks are placed on the Map (leave one of the ? slots empty).
- Draw 1 Mutant Enemy card, 1 Mutant Enemy card, and 1 Mutant Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on Enemy slots, starting with Dense slots:
  - Single Stalker: 1 Enemy, 1 Enemy, 3 Enemies
  - 2 Stalkers: 1 Enemy, 1 Enemy, 4 Enemies
  - 3 Stalkers: 1 Enemy, 2 Enemies, 5 Enemies
  - 4 Stalkers: 1 Enemy, 2 Enemies, 6 Enemies
- The Enemy standee starts in the Boss Enemy slot.
- Place both Spawn Point tokens on the Enemy card.

(STEP 6) PLACE LOOT TOKENS

- Place 2 random in each slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 11- random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 8,000 + ×1,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in the Starting Point slot.

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** if, after the last Round, you have not killed the Enemy or any of your Stalkers didn't escape through the Exit.
- **You win immediately** when all your Stalkers have escaped through the Exit after killing the Enemy (this ending is described in the appropriate Script, to which the action described on the Exit card directs you).

SPECIAL RULES:

- In this Scenario, whenever you resolve the SPAWN POINTS card, place spawned Enemy standees in the space with the Enemy (if that Enemy could not be placed there, place it on the available space closest to the). After the dies, discard the SPAWN POINTS card.

4] MANHUNT

In this Scenario, you must recover what was stolen from you. You have found the thieves' hideout, and now you must prevent their escape!

SCENARIO TYPE: Hunt

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the CHASE and the SPAWN POINTS cards in the Special deck and place it next to the Map.
- Place the Exit Tunnel token in the Center slot.
- Place both Spawn Point tokens in the Spawn Point slots.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- In this Scenario, do not place any ? to the Map during setup.
- Draw 1 Human Enemy card and 1 Human Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on Enemy slots, starting with Scattered slots:
  - Single Stalker: 1 Enemy, 5 Enemies
  - 2 Stalkers: 2 Enemies, 6 Enemies
  - 3 Stalkers: 3 Enemies, 7 Enemies +
  - 4 Stalkers: 4 Enemies, 8 Enemies +
- Resolve the Setup section of the CHASE card.

(STEP 6) PLACE LOOT TOKENS

- In this Scenario, place only 1 random in each slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 7 random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 5,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in the Starting Point slot.

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** immediately when at least two thieves escape (this condition is described in detail on the CHASE card).
- **You win immediately** when there is no Enemy standee left on the Map and so far no Enemies have escaped through the Exit Tunnel.
- **You win** if, after the last Round, no more than 1 Enemy escaped through the Exit Tunnel.

SPECIAL RULES:

Note: *If the Enemy with the Escape token has during the Fate Triggers step, it does NOT move.*

5] SCOUTING

In this Scenario, your task is only to scout. You must check the area very carefully and then escape. It doesn't matter whether you get into any fights.

SCENARIO TYPE: Looting

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the EXIT and the SPAWN POINTS cards in the Special deck and place it next to the Map.
- Place the Exit token in the Exit slots.
- Place both Spawn Point tokens in the Spawn Point slots.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

- If you have drawn the OPEN SPACE AROUND card, discard it and draw a new one.

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- Place three stacks of eight random ? in the ? slots.
- Draw 1 Human Enemy card and 1 Human Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on Enemy slots, starting with Scattered slots:
  - Single Stalker: 1 Enemy, 5 Enemies
  - 2 Stalkers: 1 Enemy, 6 Enemies
  - 3 Stalkers: 2 Enemies, 7 Enemies
  - 4 Stalkers: 2 Enemies, 8 Enemies

(STEP 6) PLACE LOOT TOKENS

- In this Scenario, place only 1 random ? in each ? slot. Then, place ×3 ? in ? slots so that they are distributed as evenly as possible.

(STEP 7) PREPARE THE EVENT DECK

- Draw 12 - random cards from the Zone Survival Event deck (and if you are playing solo, add 1 additional Event cards!) and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 5,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in the Starting Point slot.

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** if, after the last Round, there is still at least one face down ? on the Map or any of your Stalkers didn't escape through the Exit.
- **You win immediately** when all your Stalkers have escaped through the Exit after no face down ? is left on the Map (this ending is described in the appropriate Script, to which the action described on the Exit card directs you).

SPECIAL RULES:

- In this Scenario, only ? placed in the setup are face down on the Map. If new ? appear on the Map in any way during the game, always place them face up.

6] GATHER SUPPLIES

In this Scenario, you must collect as much valuable stuff as possible. Remember that Artifacts are usually the most valuable. However, you can also earn quite a large sum of money by collecting loot from the entire area, including that carried by enemies. Unfortunately, this time, you start with almost empty pockets.

SCENARIO TYPE: Looting

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the EXIT and the SPAWN POINTS cards in the Special deck and place it next to the Map.
- Place the Exit token in the Exit slot.
- Place both Spawn Point tokens in the Spawn Point slots.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

- If you have drawn the OPEN SPACE AROUND card, discard it and draw a new one.

(STEP 4) DRAW AND PLACE ANOMALIES

- If you drew a Moving Anomaly, discard it and draw another one.

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- Place three stacks of eight random ? in the ? slots.
- Draw 1 Mutant Enemy, 1 Mutant Enemy card, and 1 Mutant Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on Enemy slots, starting with Scattered slots:
  - Single Stalker: 1 Enemy, 1 Enemy, 2 Enemies
  - 2 Stalkers: 1 Enemy, 1 Enemy, 3 Enemies
  - 3 Stalkers: 1 Enemy, 2 Enemies, 4 Enemies +
  - 4 Stalkers: 1 Enemy, 2 Enemies, 5 Enemies +
- The Enemy standee starts in the Boss Enemy slot.

(STEP 6) PLACE LOOT TOKENS

- In this Scenario, place 3 (instead of 2) ? in each ? slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 10 random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 5,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in any spaces within Range 1 from the Center slot. Please note that Stalkers are NOT placed in the dedicated Starting Point slots in this Scenario!

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** if, after the last Round, you failed to collect stuff with a total value of 12,000 + ×3,000 (including what you have left from your starting Equipment).
- **You win immediately** when all your Stalkers have escaped through the Exit after collecting stuff with a total value of 12,000 + ×3,000 (including what you have left from your starting Equipment). This ending is described in the appropriate Script, to which the action described on the Exit card directs you.
- **You win** if, after the last Round, you manage to collect stuff with a total value of 12,000 + ×3,000 (including what you have left from your starting Equipment).
- Additionally, for each additional 1,000 of the value of stuff collected above the required limit, add 1 point to your score for this Scenario.

SPECIAL RULES:

- In this Scenario, at any time, a Stalker can discard any stuff from their Equipment (without using it) – place such discarded stuff in a separate pile. Their value will be included in the final result when calculating the total value of the collected stuff.

7] SECRET MISSION

In this Scenario, you must reach a guarded place, force through an armored door, steal secret documents, and finally escape. Whether you choose open combat or stealth is up to you.

SCENARIO TYPE: Mission

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Place the Secret Stuff token in the Center slot.
- Find the ARMORED GATE, the EXIT, the SPAWN POINTS, and the BUSY cards in the Special deck and place it next to the Map.
- Place the Armored Gate token on the chosen Door of the Room with the Center slot.
- Additionally, if this Room has any Windows or other Doors, place 1 Rubble token on each Window and other Doors of this Room. Then, on each of these Rubble tokens, place 1 – this means that Windows and Doors blocked by Rubble with cannot be opened AT ALL in this Scenario. There is only one path to this Room: through the Armored Gate (unless you somehow make a hole in one of the walls during the game).
- Place the Exit token in the Exit slot.
- Place both Spawn Point tokens in the Spawn Point slots.
- Place a Busy token in any Space Room with a Center slot.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

- If the Setup card you drew would immediately open a passage to the Room closed by the Armored Gate, discard it and draw another one.

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- Place three stacks of 8 random in the slots.
- Draw 1 Human Enemy card and 1 Human Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on Enemy slots, starting with Dense slots:
  - Single Stalker: 1 Enemy , 4 Enemies
  - 2 Stalkers: 1 Enemy , 5 Enemies
  - 3 Stalkers: 1 Enemy , 7 Enemies
  - 4 Stalkers: 1 Enemy , 8 Enemies +
- Place 1 additional Enemy standee on the Busy token (facing toward the Armored Gate token).

(STEP 6) PLACE LOOT TOKENS

- Place 2 random in each slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 7 random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 12,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in the Starting Point slot.

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** if, after the last Round, you do not have the Secret Stuff token or any of your Stalkers didn't escape through the Exit.
- **You win immediately** when all your Stalkers have escaped through the Exit and have the Secret Stuff token (this ending is described in the appropriate Script, to which the action described on the Exit card directs you).

SPECIAL RULES:

- You pick up the Secret Stuff token in the same way as the .
- The Secret Stuff token does not take up a slot in the Backpack.

8] ESCAPE

In this Scenario, you start with practically nothing: no weapons, no ammunition, no equipment! You must free yourself from captivity – somehow reach the locked room and escape through a tunnel, as far away from your persecutors as possible.

SCENARIO TYPE: Mission

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the EXIT, the LOCKED DOOR, the SPAWN POINTS, and the BUSY cards in the Special deck and place it next to the Map.
- Place the Exit token in the Center slot. Please note that the Exit token is NOT placed in its dedicated Exit slot in this Scenario!
- Place the Locked Door token on the Door of the Room with the Center slot.
- Additionally, if this Room has any Windows or other Doors, place 1 Rubble token on each Window and other Doors of this Room. Then, on each of these Rubble tokens, place 1 – this means that Windows and Doors blocked by Rubble with cannot be opened AT ALL in this Scenario. There is only one path to this Room: through the Locked Door (unless you somehow make a hole in one of the walls during the game).
- Place both Spawn Point tokens in the Spawn Point slots.
- Place a Busy token in any Space Room with a Center slot.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

- In this Scenario, if you drew a card with the Request tag during setup, discard it and draw another one.

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- Place three stacks of 8 random in the slots.
- Draw 1 Human Enemy card and 1 Human Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on Enemy slots, starting with Dense slots:
  - Single Stalker: 1 Enemy , 4 Enemies
  - 2 Stalkers: 1 Enemy , 5 Enemies
  - 3 Stalkers: 1 Enemy , 7 Enemies
  - 4 Stalkers: 1 Enemy , 8 Enemies +
- Place 1 additional Enemy standee on the Busy token (facing toward the Armored Gate token).

(STEP 6) PLACE LOOT TOKENS

- Place 2 random in each slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 11 - random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this Scenario, you do not purchase any Equipment during setup. You start with only the Leather Jacket (and knives you can use with your Basic Action). So find something valuable as soon as possible and try to get some weapons!

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in the Starting Point slot.

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** if, after the last Round, any of your Stalkers didn't escape through the Exit.
- **You win immediately** when all your Stalkers have escaped through the Exit (this ending is described in the appropriate Script, to which the action described on the Exit card directs you).

SPECIAL RULES:

- In this Scenario, whenever a killed Human Enemy drops a , place 1 on it. When you pick up a with a , additionally draw 1 random Weapon card (this Weapon is fully loaded).
- In this Scenario you cannot use the Action from the Exit card if there is any Enemy within Range 1 from the Exit token. To remember this, place a on the Exit token.

9] FRONTAL ASSAULT

In this Scenario, you must survive many Rounds, defending yourself from waves of enemies from the north. Additionally, you must protect a valuable radar antenna because enemies focus their attacks on it.

SCENARIO TYPE: Defend

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the INSTALLATION card and the SPAWN POINTS card in the Special deck and place them next to the Map.
- Place the Installation token in the Center slot. In order not to forget that the Installation token is treated as High Attention by Enemies, place a High Attention token from the Zone Survival token pool on the Installation token.
- ***Note:*** *Enemies' movement triggered by an Installation card is not an Enemy Activation, so Enemies with a normally perform this move.*
- Place both Spawn Point tokens on any two different chosen spaces marked as Top Edge of the Map. Please note that Spawn Points are NOT placed in their dedicated Spawn Point slots in this Scenario!

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

- If, after drawing the first three cards from the Setup deck, it turns out that none of them has a Request tag, check the next cards in the Setup deck until you find the first one with the Request tag – draw it as the fourth one.

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- First, remove 3 tokens from the pool.
- Place three stacks of seven random on any chosen three different spaces alongside pink-marked Top Edge of the Map. Please note that in this Scenario, are NOT placed in their dedicated slots!
- Draw 1 Human Enemy card and 1 Human Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the proper number of Enemy standees on any chosen spaces marked as Top Edge of the Map:
  - Single Stalker: 1 Enemy, 4 Enemies
  - 2 Stalkers: 1 Enemy, 5 Enemies
  - 3 Stalkers: 2 Enemies, 6 Enemies +
  - 4 Stalkers: 3 Enemies, 7 Enemies +
- All Enemy standees start facing the center of the Map. Please note that Enemy standees are NOT placed in their dedicated Enemy slots in this Scenario!

(STEP 6) PLACE LOOT TOKENS

- Place 2 random in each slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 8 random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 12,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in any spaces within Range 1 from the Center slot. Please note that Stalkers are NOT placed in the dedicated Starting Point slots in this Scenario!

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** immediately when the Installation is destroyed.
- **You win immediately** when there are no Enemy standees and no left on the Map, and the Installation was not destroyed.
- **You win** if you survive until the end of the last Round and the Installation has not been destroyed.

SPECIAL RULES:

- In this Scenario, you ALWAYS resolve 1 from each stack of in the Fate Triggers step, not just when the result is . To remember this, place 1 unused on the ZONE SURVIVAL GAME ROUND ORDER HELP card.

10] SURROUNDED

In this Scenario, you must survive many Rounds surrounded by angry enemy mutants. Fortunately, you are well-armed from the very beginning. Additionally, you must defend the installation of a research center because furious mutants want to destroy it at all costs.

SCENARIO TYPE: Defend

(STEP 1) DRAW AND ARRANGE A MAP

(STEP 2) FIND AND PLACE SPECIAL CARDS AND TOKENS

- Find the INSTALLATION and the SPAWN POINTS cards in the Special deck and place them next to the Map.
- Place the Installation token on any space, as long as it is not a place completely cut off from the rest of the Map. In order not to forget that the Installation token is treated as High Attention by Enemies, place a High Attention token from the Zone Survival token pool on the Installation token.
- ***Note:*** *Enemies' movement triggered by an Installation card is not an Enemy Activation, so Enemies with a normally perform this move.*
- Place both Spawn Point tokens in the Spawn Point slots.

(STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

(STEP 4) DRAW AND PLACE ANOMALIES

(STEP 5) DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

- First, remove 3 tokens from the pool.
- Place three stacks of seven random in the slots.
- Draw 1 Mutant Enemy card, 1 Mutant Enemy card, and 1 Mutant Enemy card. Then, depending on the , place the appropriate Enemy Team tokens on a given Enemy card, and then place the appropriate number of Enemy standees on Enemy slots, starting with Scattered slots:
  - Single Stalker: 1 Enemy, 1 Enemy, 3 Enemies
  - 2 Stalkers: 1 Enemy, 1 Enemy, 4 Enemies
  - 3 Stalkers: 1 Enemy, 2 Enemies, 4 Enemies
  - 4 Stalkers: 1 Enemy, 2 Enemies, 5 Enemies +
- The Enemy standee starts in the Boss Enemy slot.

(STEP 6) PLACE LOOT TOKENS

- Place 2 random in each slot.

(STEP 7) PREPARE THE EVENT DECK

- Draw 9 random cards from the Zone Survival Event deck and place them next to the Map in a pile. This is the Event deck for this game.

(STEP 8) CHOOSE STALKERS AND EQUIPMENT

- In this game, the team has 25,000 to purchase Equipment.

(STEP 9) PLACE STALKERS ON THE BOARD

- Place Stalkers in any spaces within Range 1 from the space with the Installation token. Please note that Stalkers are NOT placed in the dedicated Starting Point slots in this Scenario!

MAIN OBJECTIVE OF THE SCENARIO:

- **You lose** immediately when the Installation is destroyed.
- **You win immediately** when there are no Enemy standees and no left on the Map, and the Installation was not destroyed.
- **You win** if you survive until the end of the last Round and the Installation has not been destroyed.

SPECIAL RULES:

- In this Scenario, you ALWAYS resolve 1 from each stack of in the Fate Triggers step, not just when the result is . To remember this, place 1 unused on the ZONE SURVIVAL GAME ROUND ORDER HELP card.

ZONE SURVIVAL SCRIPTBOOK

001 *The air swirls. The dark vortex hits the target, throwing it away like a rag doll.*

Move the target Enemy along the LoS of your shot until it hits the Wall or edge of the Map. The target Enemy gains a and a .

Discard this Item.

002 *The air begins to glow strangely and the pipe walls become transparent. You see more and more of the area around you. And more and more previously hidden details.*

You may flip up to 5 and on the Map to their face up side (you don't resolve them).

Then, place your Stalker on the Starting Point slot and gain a .

003 *There is an ammo dump inside the cellar.*

Each Stalker inside the Bunker may gain up to 2 Magazines of their choice.

004 *Mutant rats!*

Suffer 6 (you may roll for Defense).

005 *Something is growling but hidden in the darkness. It's extremely sinister and makes your hair stand on end.*

Choose what you do:

- ◊ **Shoot in this direction** – Discard 1, 2, or 3 from your currently equipped Weapon and place your on your space, then see Script **284**.
- ◊ **Throw something in this direction** – Discard 1 Item and see Script **133**.
- ◊ **Try to escape** – First, determine how much effort you put into it: lose 1, 2, or 3HP. Then, see Script **089**.
- ◊ **Just wait** – See Script **320**.

006 *Your Geiger counter instantly erupts into a frenzy of sharp clicks, warning of the potent radiation emanating from the flooded chamber. Every instinct urges caution, as the water's deceptive calm masks a lethal, invisible threat.*

Place a Map Radiation token on each space of the Flooded Room (if available).

If any Stalker is in the Flooded Room, they immediately increase their Radiation dosage by 6.

Find the Dead Body card in the Setup deck (if available) and place it next to the Map.

Then, place the Dead Body token on any space of the Flooded Room.

009 *You uncover brand-new armor just lying on the shelf.*

Gain 1 Tier III Armor.

012 *This is bigger than you thought! The narrow concrete corridors get tangled, and you wander in the dark. You finally find a way out… and something else!*

Gain 1 Item. Then, place your Stalker on any Indoor space within Range 4+ of the Dark Entrance token.

014 *Mr. Rat sees and hears a lot around here. Sometimes, he even shares gossip.*

You may look at the front of the top Event card. Then, put it back.

017 *A sudden crack echoes through the air as a sniper's bullet finds its mark. In an instant, one enemy falls to the ground, silenced before any sound of distress can escape their mouth.*

Lead Stalker chooses 1 or Enemy on any Outdoor space. This Enemy dies.

020 *Caught in the moment, you're overcome by a sudden hallucination, convinced you've become someone else. This illusion drenches you in confusion, momentarily severing your grasp on reality.*

Replace your current Stalker card with a new one drawn from the unused Stalker cards. All Equipment cards, statuses etc., stay as they were. You may swap your Stalker miniature for a new one if you want to.

If any of your resources (e.g. Ammo in your Weapon, your HP) exceeds the limit of the newly drawn Stalker, you must discard the excess resources.

023 *There are times when swift assistance is required. The opportunity has slipped away, and you find yourself secretly wishing that karma doesn't catch up to you.*

Discard the Request for Help card.

025 *Job done. It was easy.*

Discard the Enemy standee marked with the Target token.

Then, place the Mrs. Vulture standee on any space within Range 1 from the killed target Enemy, and out of the Enemy LoS. If this is not possible, remove Mrs. Vulture from the game.

028 *Finally, the engine coughs and the vehicle splutters to life!*

Place your on your space.

Move the Vehicle token forward until it reaches the first Wall, Impassable Terrain or Map edge. It will stop moving when it touches that Wall etc.

If is passes through any Entities on its way:

Stalkers: Move by 1 space out of the way, and:

- Gain a and .

OR

- Suffer 12 (they may roll for Defense).

Enemies: Move by 1 space out of the way, gain a , and suffer a Heavy Wound.

030 *The warbling decreases in pitch, and the stunner becomes eerily quiet.*

Remove a from all Stalkers and Enemies within Range 4 of the Stunner.

Then place an on the Stunner card – it is jammed and you will have to fix it before it will work again.

032 *The fury on Izlom's face renders it almost-human. The hunched figure moves astonishingly quickly for its misshapen limbs, and grabs you in a powerful stranglehold.*

If several Stalkers meet the condition of this Script, choose one of them.

Place your Stalker on Izlom's space.

You can try and break out of stranglehold: Roll 1 . You may add up to 2 to this roll, losing 2HP for each gained. If you roll at least 3 ★, you manage to free yourself. Otherwise, you lose 8HP, discard a and gain a .

034 *Some papers of little value and…*

Gain 10,000 ₸. Discard the Safe token and card.

036 *It was a stalker. One of us…*

Gain 1 Unique Loot, 2 Artifacts, and 1 Armor. Discard the Dead Body token and card.

038 *Is this a good idea? This wreck is almost glowing with radiation!*

Roll the :

- – Gain 1 Item (if this is the first Search Action in the Radioactive Wreck during this game, gain 1 Unique Loot instead).
- – Place 1 on your currently equipped Weapon (it cannot exceed its Ammo capacity).
- , – Gain 1 .

040 *This fearsome enemy screams its challenge and rushes towards you, gaining momentum with each thunderous step after another.*

The Enemy moves up toward the closest Stalker in LoS.

This Movement can't be interrupted, unless there is a Stalker at Range 1 from the , if any Stalker is at Range 1 from the , the turns toward that Stalker and moves forward up to their value (this Movement can't be interrupted). Move that Stalker along with the so that they end up in the same space. During this Movement, roll for the Anomaly Activation only once per each Anomaly (as the Stalker is dragged along by the Enemy), but apply their effects to both Stalker and the Enemy.

After you resolve that Movement, the Stalker increases their Radiation dosage by the highest value from the spaces they Moved through.

Then, that Stalker loses all their remaining HP (if this caused their HP to drop to 0, they gain a Critical Injury).

042 *A carefully opened chest reveals an assortment of treasures.*

Discard any number of . Then, discard this Chest token and roll the :

- – See Script **121**.
- – See Script **099**.
- – Suffer 10 (you may roll for Defense). During the Defense roll, you may roll additional equal to the number of discarded before the roll. Gain 1 Artifact, 1 Weapon, 1 Item, and 2000 ₸.
- – Suffer 10 (you may roll for Defense). During the Defense roll, you may roll additional equal to the number of discarded before the roll. Gain 1 Artifact, 2 Items, and 1000 ₸.

044 *Phew, you escaped! The enemies have been left far behind. You are now finally safe.*

Now check if you have met all the Victory conditions for this Scenario. If so, the game ends with your Victory. If not, you lose.

047 *Bad luck! Destiny caught up with Goga, and he is unable to avoid the sneak attack.*

Discard the Goga standee and card from the game.

050 *The air begins to ripple and sparkle. A strange glowing object floats in front of you at the height of your head, wavering slightly.*

Choose what you do:

- ◊ **You take it** – See Script **141**.
- ◊ **You leave it** – See Script **176**.

052 *You search the workshop for anything useful.*

Roll the :

- – See Script **224**.
- – Gain 1 Attachment. Mark the Workshop card with the . You cannot use the Search Action again.
- – Gain 1 Item.
- – Gain 2 .

054 *The box opens with a barely audible metallic creak.*

Discard this Chest and the , then roll the :

- – See Script **244**.
- – See Script **077**.
- – See Script **252**.
- – See Script **234**.

056 *Wait… What is this?*

Discard the Dead Body token and card, then roll the :

- – See Script **162**.
- – See Script **186**.
- – See Script **127**.
- – See Script **266**.

058 *You immerse yourself in the stinking, black water…*

Roll the :

- – You've found something unique! Place an on this card, then see Script **207**.
- – You've found something interesting! Place an on this card, then see Script **080**.
- , – You found nothing. For now.

During this , you may lose 3HP (as many times as you want) to reroll the .

060 *You have been wandering through dark corridors for some time now. Suddenly, you hear glass being trampled on, but it is too late. You feel a sharp blow to the back of your head, and even more darkness falls… You wake up after a while, hearing footsteps moving away from you.*

Discard all your Equipment except the currently equipped Armor and Weapon (installed Attachments are also discarded).

Place your Stalker on the space with the Manhole token, where you entered. Then, gain a .

062 *Thank you, you're great. Stalkers have to help each other. See you next time! And they leave you with nothing.*

Discard the Request for Help card.

064 *You get up from the ground, feeling numb, and look around. What just happened?*

Place the on your space.

Gain 1 Artifact.

Heal 6HP and gain a .

066 *There's a loud bang! One of the mines exploded for unknown reasons.*

If there is more than 1 Goga's Mine token on the Map, select one.

For each Entity on the space with the Mine token, resolve:

Stalkers: Suffer 10 (you may roll for Defense).

Enemies: Heavy Wound.

Other: Treat as if Attacked with a Blast effect.

Place 1 Hole token on any Wall on that space (if there was any). Hole tokens are treated as Door.

067 *A powerful explosion shakes the area.*

Place your on the space with the Plastic Explosive token.

For each Entity on that space, resolve:

Stalkers: Suffer 12 (you may roll for Defense).

Enemies: Heavy Wound.

For each Entity at Range 1, resolve:

Stalkers: Suffer 8 (you may roll for Defense).

Enemies: Light Wound.

If there is a Wall on the space edge with the Plastic Explosive token, place 1 Hole token on it. Hole tokens are treated as Door.

Discard Plastic Explosive token and card.

Now resolve the top Event card as usual.

069 *This dirty maze of pipes and cables is endless. You finally came to the surface… But are you really where you wanted to be?*

Place your Stalker on the space with the Manhole token closest to any Anomaly standee.

071 *In a flash, a helicopter is engulfed in flames after a direct hit, and its descent is a fiery streak across the sky. The impact upon crashing sends a wave of fire and debris across the surrounding area.*

Roll the :

- – Place a Rubble token on any Outdoor space edge with at least 1 Stalker.
- , , – Place a Rubble token on any Outdoor edge space.

Find the Rubble card (from the Special deck) and place it near the Map.

On the space you placed this Rubble token:

- Place a Fire token. Find the Fire card (from the Special deck) and place it near the Map.
- Place the Unique Loot token (if available) and 6 .
- For each Entity on that space, resolve:

Stalkers: Suffer 16 (you may roll for Defense).

Enemies: Heavy Wound.

074 *As you tread cautiously through the desolate landscapes of the Zone, an unexpected movement startles you. A handful of flesh mutants scurry past, their unsettling forms momentarily quickening your pulse. While these mutants are generally harmless, their sudden appearance sends a shiver down your spine, underscoring the constant vigilance required in the Zone's unpredictable expanse.*

If several Stalkers meet the condition of this Script, choose one of them.

Place your on your space and activate the closest Enemy. This means you will draw a High Attention Activation card, and resolve the steps only for that closest Enemy.

076 *There's something else there…*

You may lose 3HP to gain 3 Artifacts.

077 *Not bad, that armor still looks useful.*

Gain 1 Tier II Armor, 1 Unique Loot, and 1 Tier I Attachment.

079 *The silo explodes, scattering burning shards of steel all around.*

Place your on the space with the Silo token.

For each Entity within Range 1 from the Silo, resolve:

Stalkers: Suffer 8 (you may roll for Defense).

Enemies: Heavy Wound.

Other Components: Treat as if Attacked with a Blast effect.

For each Entity at Range 2 from the Silo, resolve:

Stalkers: Suffer 4 (you may roll for Defense).

Enemies: Light Wound.

After resolving the Silo explosion, discard the Silo token and card.

080 *Above the water hovers an artifact. You quickly snatch it out of the air.*

Gain 1 Artifact.

If you have any Detector Attachment, see Script **236**.

Otherwise, nothing more happens (return to the game on the Map).

082 *You find a high-tech gadget tucked between a rusted AK and a half-assembled shotgun.*

Gain the Prototype 13-0623 Unique Loot (if available).

When there are no more in the Armory, the Armory is empty. Discard this card.

084 *In the silence of an empty room, the world spins, a visceral reminder of your solitude. Alone amidst the unnerving quiet, you confront loneliness as one of the Zone's harshest realities.*

If several Stalkers meet the condition of this Script, choose one of them.

If you are playing solo, see Script **139**.

If there is more than 1 Stalker on the Map: Being alone amongst the remnants of civilization gets to you. You hunker down and call on your teammates. There's no shame in it; even the toughest stalkers have a bad day. Gain a and place your on your space.

086 *In the thick darkness, you lose your footing and tumble down. As you hit the ground, you black out. Returning to your senses, you realize your stuff's been stolen, probably by some lowlife taking advantage of the dark.*

Shuffle all of the Equipment in your Backpack, and discard 2 cards at random.

088 *Our precious lure seems to be in trouble!*

Each Enemy without a moves up to 3 spaces toward the Valuable Device. This Movement cannot be interrupted.

Then, if any Enemy is on space with the Valuable Device, a short circuit occurs: discard the Valuable Device token and card, and discard any 1 Enemy from that space.

089 Roll the :

If you rolled the same number or more of than you sacrificed HP to escape, you failed – see Script **320**.

Otherwise – see Script **242**.

091 *Luckily, Lifter is nearby. You will always be able to buy something from him. Unfortunately, I think I lost something… Where did I hide it?*

Each Stalker within Range 2 from Lifter must discard an Item of their choice.

094 *Your condition deteriorates, exacerbating your symptoms and leaving you grappling with increased pain and discomfort.*

Discard a and lose 3HP.

If any other Stalker is within Range 1, see Script **165**.

095 *Ouch! You had a bad feeling from the beginning… You pull your bloody hand out of the hole.*

Lose 4HP.

097 *The small cellar looks like a pack of mutants inhabited it for some time. There is not much here.*

Gain 1 Unique Loot and 3 Attachments.

If you have any Detector Attachment, see Script **183**.

Otherwise, nothing more happens (return to the game on the Map).

099 *As you open the container, you see it was well worth your while.*

Gain 1 Unique Loot, 3 Artifacts, 1 Tier III Armor, 3 Items, and 3000 .

101 *I have this armor stashed away, perhaps we can swap.*

You may discard your currently equipped Armor to gain a random Armor of the same or higher Tier.

Then, discard the Request for Help card.

103 *For a moment, you can make out the weird shape of a Poltergeist. Then, the ball of lightning reappears, and every unattached thing around you is closer.*

If several Stalkers meet the condition of this Script, choose one of them.

Move all by 2 spaces toward your space. Suffer 2 +2 for each within Range 2 of you (you may roll for Defense).

Then, *the Poltergeist tries to hide*: place that Poltergeist on a chosen space withing Range 4+ of you.

104 *You are lucky. The strange growling slowly fades away…*

Nothing more happens (return to the game on the Map).

106 *A powerful discharge from the machine jumps into the distance. You can hear it hit something.*

Discard 1 chosen Anomaly standee from the Map and place your Stalker to that space.

If there wasn't an Anomaly standee on the map, discard the Strange Device token and card (and your Stalker stays in their space).

109 *The machine turns slowly, accompanied by smoke clouds and the engine's high-pitched whining.*

Place your on your space.

You may turn the Vehicle token in any direction (so that the Excavator stays in its place, but the Excavator bucket is rotated).

The Vehicle token cannot overlap Walls during that movement/turning. If there is a Wall in the Vehicle's path, stop turning the token.

If there are any Entities in the Vehicle's path, move them by 1 space out of the way of Vehicle token (they simply dodge aside).

111 *There's nothing interesting here, just mutant rats!*

You may suffer 8 (you may roll for Defense) to place an on this card (if it wasn't there).

113 *You pull the trigger on the strange device. There is a faint buzzing sound and...*

Roll the :

- – See Script **143**.
- – See Script **279**.
- – See Script **001**.
- – See Script **305**.

115 *A river of fire flows from the broken silo.*

Place 1 Fire token on the space with the Silo and each adjacent space. Find the Fire card (from the Special deck) and place it next to the Map (if it's not already there).

Discard the Silo card.

116 *This half-buried shard keeps leaking a voice straight into your brain: "Your path is coming to an end. Come to me." The eerie singing of the pulsating passage mesmerizes everyone in sight. Forced beyond your will, you feel drawn inexorably to it, as if an unseen force was pulling you closer to the source of the song. But now something has changed...*

Each Enemy with LoS to the Fragment of the Monolith gains and .

Each Stalker with LoS to the Fragment of the Monolith may gain and to heal 6HP.

118 *Get out of my area!*

A chosen Enemy within Range 2 from Timur suffers a Heavy Wound.

Then, place Timur on any space within Range 2+ of Enemies and Stalkers. If this is not possible, remove Timur from the game.

121 *Wow, what a nice find!*

Gain 1 Unique Loot, 3 Artifacts, 1 tier III Weapon, 3 Magazines matching the Weapon, 1 Attachment (which fits the Weapon you have drawn and is of any tier), and 2000 .

123 *The warbling sounds almost like words moaned in great pain. Chills run down your spine.*

Place a on the space with the Stunner token.

Place 1 on all adjacent spaces.

Then, each Stalker on the space with the Stunner token suffers a .

125 *There was no need to press that button... What kind of twisted machine is this?*

Discard one chosen token from the Map issued by any Setup card (e.g., Room token, Vehicle token, Manhole token, etc.).

Then, place your Stalker on any space on the Map.

If the discarded token is a Room token, place all Entities from that Room token on an adjacent space (or closest spaces if all Entities could not be placed).

127 *Judging by the suit, it was some kind of scientist.*

Draw 5 Items and gain all **Medicine** Items from among them. Shuffle the rest back into the Item deck.

Gain the best Artifact Container token available (regardless of your Armor).

Then, gain the Prototype 13-0623 card from the Unique Loot deck (if available).

129 *Look out, an RPG!*

For each Entity on the space with the Viewfinder token, resolve:

Stalkers: Suffer 10 (you may roll for Defense) and gain a .

Enemies: -1 .

For each Entity within Range 1 from the space with the Viewfinder token, resolve:

Stalkers: Suffer 8 (you may roll for Defense) and gain a .

Enemies: Heavy Wound.

Then, discard Viewfinder, the , and the Selected Target card.

131 *A good, big gun – that's just what I need!*

Attack with the following Weapon, add your Stalker's Shooting dice as Attacking with your Weapon:

HEAVY MACHINE GUN
Accurate Range: –
Max. Range: 6
Ammo: 6

Burst Fire: X | 6 |

The number of hit Targets is equal to the number of discarded Ammo. Apply the roll result to 1 chosen Target in Range and LoS for each discarded Ammo.

132 *Bad luck! Destiny caught up with Antin, and he was unable to avoid the sneak attack.*

Discard the Antin standee and card from the game.

133 *You are lucky. The strange growling slowly fades away...*

Nothing more happens (return to the game on the Map).

134 *The enemy lunges at you, pushing you to the ground.*

This Enemy performs an Attack against a Stalker within Range 3 and in LoS. After the Attack, the targeted Stalker gains a .

137 *As you enter the room, someone gets up from the bench. It is a mercenary, and if you get her out of the prison, she will help you during this run.*

If the Stranger Character token is available, place it on your space, then find the Mrs. Vulture card in the Character deck and place it next to the Map.

While Mrs. Vulture is in play, no other Stranger Character may appear on the Map.

139 *As you explore the Zone on your own, you are becoming accustomed to dealing with adversity. You take a deep breath and steel yourself.*

Gain a and place 1 on each of your Turn tokens. When you perform , discard 1 instead of sliding your Turn token down.

140 *Poor guy... Another victim of the Zone.*

Gain 2 Items and 1 Weapon (with no Ammo).

Discard the Dead Body token and card.

141 Gain 1 Artifact.

Then, place your Stalker on the Starting Point slot and gain .

143 *The device spits out an inconspicuous, silvery, shiny ball. The ball flies in an arc in the air and falls at the feet of the surprised opponents. For a moment, nothing happens. Then suddenly, hell breaks loose.*

For each Entity on that space, resolve:

Stalkers: Suffer 20 (you may roll for Defense).

Enemies: This Enemy dies.

For each Entity at Range 1, resolve:

Stalkers: Suffer 10 (you may roll for Defense).

Enemies: -1 .

Discard this Item.

145 *You look through shelves and boxes stacked in a dusty warehouse. It seems you have found something worthwhile.*

Roll the :

- – See Script **222**.
- – See Script **152**.
- – See Script **330**.
- – See Script **009**.

147 *A large, dark cave stretches around you. You can see countless black holes and cracks in the walls and floor. You notice some waste and scrap in the piles of rubble.*

Roll the :

- – See Script **275**.
- – See Script **004**.
- – See Script **111**.
- – See Script **398**.

149 *It was getting too dangerous here, even for Mr. Rat. He decided to run away and wait until the situation calmed down.*

Place 2 on the space with the Mr. Rat.

Then, discard the Mr. Rat standee and card from the game.

152 *You stumble upon a stalker's cache, forgotten by its owner.*

Gain 1 Artifact and 3 .

If there are less than 3 Event cards in the Event deck, see Script **212**.

Otherwise, nothing more happens (return to the game on the Map).

155 *A nu, cheeki breeki i v damke!*

Choose the Stalker with the highest HP. Place the Viewfinder token on that Stalker's space.

After the first of that Stalker, they will be hunted by an unknown number of Enemies, and then you will read the Script **256** to see the effects. Place an on that Stalker's Turn token as a reminder.

157 *It was a mistake to come in here! Suddenly, you feel sharp fangs digging into your body, and the next thing you know, you are flying through the air and slam into the wall.*

Suffer 12 (you may roll for Defense).

Then, place your Stalker in any of the 2 spaces located just outside the exits from the Pipe token.

159 If you are resolving the Action of repairing a weapon mounted on the Armored Wreck for the first time in this game – you didn't manage to repair it, but you gain 1 Weapon (fully loaded) and 3 Magazines for this Weapon.

Otherwise, nothing happens (return to the game on the Map).

160 *The rusted axle groans under the pressure, but if you push a little harder, it should give.*

Each Stalker in this space rolls a . Additionally, each of them may spend 3HP to roll an additional .

You may move the Vehicle token by 1 space for each rolled. You may turn the Vehicle token by 90 degrees for each rolled.

The Vehicle token cannot overlap Walls during that movement/turning. If there is a Wall in the Vehicle's path, stop turning the token.

If there are any Entities in path, move them by 1 space out of the way of Vehicle token (they simply dodge out of the way).

162 *Suddenly, the corpse moves, and the dead hand reaches out towards you.*

Suffer 4 (you may roll for Defense).

Find the Zombie Enemy card (if available) and place it next to the Map (do not place any Enemy Team token on it).

Place 1 Zombie Enemy standee on this space. If there are no Zombie standees available in the pool, take the standee furthest from the Stalkers and place it here instead.

164 *The zombie closes the distance to you, painfully slowly. But then, in his cataract-covered eyes you see a glimmer of recognition. The zombie stops and ungainly tries to shake your hand. "Good to seeeeeeee you, friend, long timeeeeeeee". Will you take advantage of this poor soul, or put an end to their miserable existence?*

If several Stalkers meet the condition of this Script, choose one of them.

1 Zombie in your Room gains .

165 *This damn thing must be contagious. But I think I'm starting to get better.*

Attention! Read this Script secretly from other players.

You may give the Sickness card to another Stalker within Range 1 (that Stalker must resolve this card). If you do this, Heal 6HP.

You cannot discuss this decision with other players.

166 *A trap detonates in your face!*

Roll 5 and apply the effect to all Entities on Armory spaces:

Stalkers: Lose as many HP as the number of rolled.

Enemies: Treat it as an Attack targeting Enemies' torso.

Then, discard the Armory card and place your and a on your space.

167 *The steel safe door opens…*

Roll the :

- – See Script **258**.
- – See Script **194**.
- – See Script **378**.
- – See Script **034**.

169 *Sometimes, the Zone is welcoming, and the path you take leads straight to where you want. This is one of those days. You unerringly find your way underground, and it leads you to the exit you were looking for.*

You may place your Stalker on a chosen space with a Manhole token.

171 *You are exploring when a deafening explosion suddenly rocks the areas as the ammo depot detonates in a fiery spectacle. The ground beneath you shudders, and a cloud of dust envelopes the area.*

Remove all Attention tokens from the Map. Place a from the Zone Survival tokens pool on the Armory or Ammunition Storage space discard this token at the end of this Round. Discard the Armory / Ammunition Storage card (and This Room token).

For each Entity on spaces of the Armory / Ammunition Storage, resolve:

Stalkers: Suffer 10 (you may roll for Defense).

Enemies: Heavy Wound.

For each Entity at Range 1 from those spaces, resolve:

Stalkers: Suffer 6 (you may roll for Defense).

Enemies: Light Wound.

173 *The air thickens and undulates. Something strange is happening… You see yourself somewhere down there from a long distance. Complete darkness falls around you. Eventually you pass out.*

Add 1 random Event card to the bottom of the Event deck.

Then, place your Stalker on any space on the Map and gain a .

175 *The stunner emits strange, warbling sounds. Something must have gone wrong.*

Roll the :

- – See Script **262**.
- – See Script **030**.
- – See Script **123**.
- – See Script **350**.

176 Place your Stalker on any Outdoor space on the Map and gain .

178 *The storm culminates in a furious crescendo, with a lightning bolt jaggedly slicing the air, its target seemingly one among you.*

If there is a Enemy and is on an Outdoor space:

- *Lightning hits the Boss*: Enemy suffers Heavy Wound.

Otherwise, if the Lead Stalker is on an Outdoor space:

- *Lightning hits the Lead Stalker*: They lose 10HP.

After this, the storm ends. Discard this card.

179 *Snap! You hear the lock jingle. Some secret compartment opens…*

Gain 3 Unique Loot.

181 *As you enter the dimly lit room, motes of dust swirl in the draft. Who was imprisoned here, and why?*

Roll the :

- – See Script **390**.
- – See Script **232**.
- – See Script **137**.
- – See Script **295**.

183 *I found you! It's good to have the right equipment with you.*

Gain 3 Artifacts.

184 *The enemy stops shooting and…*

If several Stalkers meet the condition of this Script, choose one of them.

Roll the :

- – *Their gun must have jammed.* That Enemy gains a .
- , – See Script **198**.
- – See Script **385**.

186 *It's a trap!*

Suffer 4 (you may roll for Defense).

Place 1 Enemy in this space. If there are no Enemy standees available in the pool, take the standee furthest from the Stalkers and place it here instead.

188 *Holes gaping in the ground – I hate them. There's always something lurking there, suddenly jumping out and grabbing you when you're not expecting it.*

Choose 1 Stalker or Enemy within Range 1 of the Dark Entrance, and resolve:

Stalkers: Suddenly you feel a strong grip around your legs! You have just a moment to free your miserable life from this grip! Discard 3 (Ammo) from your Weapon OR suffer 10 (you may roll for Defense). If you discarded Ammo, place your on your space.

Enemies: A shadow, blacker than the night, emerges from the opening and grabs the unfortunate victim. In the blink of an eye, there is no trace of them left. Discard this Enemy standee.

190 *While stumbling around in the dark, you trip over something. Feeling around, you realize it's a corpse. Guided by instinct, you check it for any valuable loot.*

Draw 3 random and resolve them.

If you draw a with 3 , gain 1 Unique Loot instead of those .

192 *The Geiger counter crackles incessantly, and the mask chafes uncomfortably against your face, instilling a sense of claustrophobia. You must resist the urge to remove the mask, knowing too well that doing so would invite a cascade of harmful radiation.*

If several Stalkers meet the condition of this Script, choose one of them.

Roll a . If you rolled at least 1 , increase your Radiation dosage by 12.

You may discard your to reroll the die.

194 *What's so shiny here? Wait, is this what I think it is?*

Gain 3 Artifacts and 5,000 ₹.

Discard the Safe token and card.

196 *As your hands touch the artifact hovering slightly above dirt, you feel dizziness and displacement. As you gather your bearings, you suddenly find yourself staring into the tunnel entrance.*

Place your Stalker on the space adjacent to the Radioactive Tunnel door, outside the Tunnel token.

198 *"Here, catch this!" – the enemy lobs a grenade at you!*

You may either:

- **Take cover!** – Slide 1 of your Turn tokens down as if permorming an , and Move 1 space. Then, roll 2 . For each 1 rolled, lose 1HP.
- **Throw it back!** – Roll 2 . If you rolled at least 2 : *the grenade detonates in your hand*, lose all remaining HP (if this caused your HP to drop to 0, gain a Critical Injury). If you rolled less than 2 , each Enemy on space with the Bandit suffers an Attack of 10 against their torso.

199 *As you descend the concrete stairs into the cold darkness, you find that someone was using this place as a regular hideout.*

Gain 2 Unique Loot and 3 from the pool (if available) and resolve them.

200 *I hope this will be of use to you.*

Gain 1 Unique Loot.

Then, discard the Request for Help card.

203 *You're sure this "thing" shouldn't be alive anymore. But after a while, the corpse gets up and turns towards you…*

Place the killed Enemy on the space where it died. Turn it towards the Stalker.

205 *Some boxes are set aside and marked with a Duty symbol. It would seem that you found one of their supply depots. You could loot it, but it might be booby-trapped.*

Gain 1 Unique Loot.

You may draw another Unique Loot card. If you do, roll the :

Any rolled means you have triggered a trap! If a is rolled, discard all Unique Loot cards you found and see Script **166**.

207 *You spot something shining in the water. Your hand darts quickly, and you are instantly richer.*

Gain 1 Unique Loot.

If you have any Detector Attachment, see Script **076**.

Otherwise, nothing more happens (return to the game on the Map).

210 *The dog stares at you intently, its small bead-like eyes following your every move. It doesn't seem hostile. For now.*

If several Stalkers meet the condition of this Script, choose one of them.

You may choose one:

- **Fetch!** – Discard 1 and move that Dog up to their value to a chosen space within Range 4 of your Stalker.
- **Here, have some, it is good food!** – Discard 1 **Food** Item and remove that Dog from the Map.

212 *I would never put my hand in that disgusting hole. But in this situation...*

Choose one:

- **Check if there is anything in the hole** – See Script **282**.
- **You prefer not to take risks** – Nothing happens (return to the game on the Map).

213 *The tunnel quickly becomes unstable, and you have to get out quickly!*

Place your Stalker (and all other Entities in the Radioactive Tunnel) on the space adjacent to the Radioactive Tunnel door, outside the Tunnel token (or closest spaces if all Entities could not be placed). Then, remove the Radioactive Tunnel token and card.

215 *Do you want to buy it or not? I don't have all day!*

If there are any on the Kalyna card, you may buy it. For each Kalyna's that you want to buy, discard your Equipment cards and Coupons with the total value of 500 or more. Only after purchasing, discard the and draw 1 Artifact card to check what you bought.

After finishing this trade, place Kalyna on a chosen space within Range 2+ of Stalkers.

216 *You're sure that you left it safely stored in your chest in camp. What it's doing here? Nevermind it surely will come handy in this situation.*

If it's the first time you're reading this script, place 5 Items, 2 Tier I Attachments, 1 Tier II Armor, and 1 Magazine of each type on this space. It's your Stash.

You may now freely move any Equipment cards and Magazines between your PDA and the Stash. When you're done return to the game on the Map.

218 *Your flashlight pierces the dark of the underground, picking out motes of dust swirling in the air. You listen carefully. These dark corridors are home to many nasty creatures.*

Roll the :

- – See Script **169**.
- – See Script **286**.
- – See Script **069**.
- – See Script **254**.

220 *You felt a scratch and pain. After a while, the strange growling slowly fades away...*

Suffer 6 (you may roll for Defense).

222 *There it is, sitting in the abandoned box on the topmost shelf, a real beauty!*

Gain 1 Unique Loot.

There is nothing of value left in the Warehouse. Discard the Warehouse card.

224 *You find a treasure in the clutter of various dohickeys, doodads, and thingamajigs.*

Gain 1 Unique Loot. Mark the Workshop card with an . You cannot use the Search Action here again.

Gain the Key token. When the Stalker with the Key token enters a space with the Armored Gate or the Locked Door (if it is in the game), they may open it immediately.

226 *Without warning, the walls crack, sending a cascade of rubble tumbling down. Each piece becomes a deadly projectile, a stark reminder of the Zone's relentless decay.*

Place a Rubble token on your space. Find the Rubble card (from the Special deck) and place it near the Map.

For each Entity on that space, resolve:

Stalkers: Suffer 10 (you may roll for Defense) and gain a .

Enemies: Resolve it as an Attack, targeting the topmost Body Part on the Enemy card (e.g., the Head for a Bandit), with a value of 10★.

Then, roll the :

If – place 1 Hole token on a chosen Wall in that space. Hole tokens are treated as Door.

Discard this card.

228 *You find a closed locker. Inside, you see a fully functional Exoskeleton, ready to use!*

Gain the Exoskeleton Unique Loot (if available).

When there are no more in the Armory, the Armory is empty. Discard this card.

230 *Bad luck! Destiny caught up with Volodia, and he was unable to avoid the sneak attack.*

Discard the Volodia standee and card from the game.

232 *The prisoner is lying curled up on the floor, dead.*

Find the Dead Body card in the Setup deck and place the Dead Body token on your space (if available).

234 *An assortment of various grenades.*

Draw 5 Items and gain all **Grenade** Items that you find among them. Then, shuffle the rest back into the Item deck.

236 *There's something else there...*

You may lose 3HP to gain 2 Artifacts.

237 *Unfortunately, hunting is not always successful. This was also the case here. Mrs. Vulture miscalculated, and it turned out to be her last hunt. After this, no one heard from her again.*

Discard the Mrs. Vulture standee and card from the game.

239 *Movements hidden by the night's cloak carry the opportunity for stealth, but are also laden with risks, as uncertain footing could cause serious injury.*

You may Move up to 5 spaces. Don't or Move your Attention token unless you end your Movement in the Enemy's LoS. After you finish the Movement, roll 1 for each space you Move. If you roll at least 1 , gain a and lose 2HP for each rolled.

241 *This is bigger than you thought! The narrow concrete corridors get tangled, and you wander in the dark. In one of the small rooms, you find a cache of heavy armor. It looks like a military costume fitting room.*

Draw 3 Armor cards. You may gain 1 of them and shuffle the remaining cards back into the Armor deck.

Then, place your Stalker on any Indoor space within Range 4+ from the Dark Entrance token.

Place an on the Dark Entrance card.

242 *Phew, just manage to escape at the last minute! I don't know what that was, but I never want to see it again!*

Place your Stalker on a chosen of the 2 spaces located just outside the exits from the Pipe token.

244 *You see a carefully laid down suit of armor and a couple of other miscellaneous items.*

Gain 1 Tier III Armor, 1 Unique Loot, and 1 Armor Attachment.

246 *It's not a dead body. This poor guy is still alive!*

Choose one or both:

- **Help him** – Discard 1 **Medicine** Item. If you did this, the injured person's condition stabilized.
- **Rob him** – Gain 3 Items.

Then, discard the Dead Body card.

249 *It seems that Kalyna found something too precious to share. After a while, she was no longer around.*

Place 2 on the space with the Kalyna.

Then, discard the Kalyna standee and card from the game.

252 *A gun in pristine condition!*

Gain 1 Tier III Weapon and 1 Magazine for this Weapon.

254 *There are bars built into the walls barring your way. What now?*

Choose one:

- **You try to break them** – Lose 3HP, then place your Stalker on a chosen space with a Manhole token.
- **You try to find another way** – Slide your Turn tokens down indicating you have no left to perform this Round, then place your Stalker on a chosen space with a Manhole token.
- **You're turning back** – Place your Stalker on the space with the Manhole token, back where you entered.

256 All Human Enemies Move up to their value toward the Viewfinder token space and, after that, Attack. If any of those Enemies have a , they discard that instead of performing that Movement.

Then, discard Viewfinder, the , and the Selected Target card.

258 *How did it even fit in here?*

Gain 1 Artifact, 2,000 , and 2 Items from the Unique Loot deck.

Discard the Safe token and card.

260 *Pseudogiant's massive arm lifts into the air, then slams down onto the earth. A massive shockwave drops you to the ground and your gun slips from your hands. You have to react quickly with the beast right in front of you.*

If several Stalkers meet the condition of this Script, choose one of them.

Gain a . Place your Weapon in your Backpack (it doesn't count toward the Backpack limit).

261 *In some situations, things need to be sped up.*

Discard the Support Fire card.

Select 1 space on the Map.

For each Entity on that space, resolve:

Stalkers: Suffer 12 (you may roll for Defense).

Enemies: -1.

262 *The warbling sound increases in frequency, and the stunner starts to glow and then explodes.*

For each Entity on the space with the Stunner token and all adjacent spaces, resolve:

Stalkers: Suffer 9 (you may roll for Defense).
Enemies: Treat it as a hit of 9 against Enemy's torso.

264 Roll the :
- – See Script **173**.
- – See Script **050**.
- – See Script **002**.
- – See Script **290**.

266 *A strangely dressed guy. What was he doing here, and where was he from? No one will ever know. However, we can soon find out what he carried in his backpack.*

Gain 3 Unique Loot.
Gain the Key token. When the Stalker with the Key token enters a space with the Armored Gate or the Locked Door (if it is in the game), they may open it immediately.

268 *You notice something strange inside this moving cloud…*

Place the Unique Loot token (if available) and 3 random under the Cloud token.
From now on, whenever you move a Cloud token, move it along with those tokens underneath it.
Stalkers can pick up these tokens normally, as if they were placed on that space.

270 *Suddenly, there's a bang! Goga is unlucky today…*

For each Entity on the space with Goga, resolve:
Stalkers: Suffer 10 (you may roll for Defense).
Enemies: Heavy Wound.
Other: Treat as if Attacked with a Blast effect.
Place 1 Hole token on any Wall on that space (if there was any).
Then, discard the Goga standee and card from the game.

271 If this is a Ranged , see Script **361**.
If this is a Charge , see Script **134**.

273 If no Goga's Mine token is placed on the Map – see Script **270**.
Otherwise – see Script **066**.

275 *Something interesting!*

If there is an on this card, nothing happens.
Otherwise, gain 1 Unique Loot and place an on this card.

277 *As you bend to pick up the Artifact, you spot something else hidden under all of this rubble. Your Geiger counter ticks alarmingly.*

You may increase your Radiation dosage by 4 (modified by your Armor's Map Radiation) to gain 1 Unique Loot.

279 *The fiery beam hits the target, and suddenly everything there bursts into flames.*

Find the Fire card in the Special deck and place it next to the Map.
Place 1 Fire token on the target Enemy.
Place 1 Fire token on the target space and each adjacent space.
Discard this Item.

281 *Rats! They swarm out of the manhole and bite your legs. It wasn't a jerboa, after all.*

If several Stalkers meet the condition of this Script, choose one of them.
Discard 1 **Food** Item OR discard a minimum of 4 Equipment cards OR lose 6HP and discard a .

282 Roll the :
- – See Script **179**.
- – See Script **339**.
- – See Script **311**.
- – See Script **095**.

284 Roll the :
If you rolled the same number or more of than you discarded Ammo, you failed – see Script **320**.
Otherwise – see Script **133**.

286 *Damn darkness. Unluckily, you caught some crooked rod sticking out of the ground and almost sprained your leg!*

Lose 3HP. Then, place your Stalker on a chosen space with a Manhole token.

288 *Something lives here! A strange feral animal attacks suddenly. It's too dark to make out any details.*

Roll the :
- – See Script **157**.
- – See Script **005**.
- – See Script **220**.
- – See Script **299**.

290 Nothing happens (return to the game on the Map).

292 *Thank you for your kindness, and…*

Roll the :
- – See Script **101**.
- – See Script **200**.
- – See Script **300**.
- – See Script **062**.

295 *Someone is trying hard not to be seen. When you shine your flashlight on the crouching figure, he starts repeatedly thanking you.*

If the Trader Character token is available, place it on your space. Then find the Lifter card in the Character deck and place it next to the Map.
While Lifter is in play, no other Trader Character may appear on the Map.

296 *Holy moly! You didn't expect this… The silo explodes, and with it, probably half the world!*

Place your on the space with the Silo token.
For each Entity within Range 2 from the Silo, resolve:
Stalkers: Suffer 8 (you may roll for Defense).
Enemies: Heavy Wound.
Other Components: Treat as if Attacked with a Blast effect.
For each Entity at Range 3 and 4 from the Silo, resolve:
Stalkers: Suffer 4 (you may roll for Defense).
Enemies: Light Wound.
After resolving the Silo explosion, discard the Silo token and card.

298 *A powerful vibration spreads throughout the area. Something has changed.*

Each Stalker within Range 3 changes all their into Magazines (matching their Weapon).
Each Enemy on the Map with more than 1 , -3.
Place your Stalker on the Starting Point space.

299 *Something is growling but hidden in the darkness. It's extremely sinister and it will make your hair stand on end.*

Choose what you do:
- ◊ **Shoot in this direction** – Discard 1, 2, or 3 from your currently equipped Weapon and place your on your space, then see Script **284**.
- ◊ **Throw something in this direction** – discard any Item and see Script **133**.
- ◊ **Try to escape** – First, determine how much effort you put into it: lose 1,2, or 3HP. Then, see Script **089**.
- ◊ **Just wait** – See Script **104**.

300 *I've seen some of them, and where they come from. Let me tell you more.*

You may flip up to 4 chosen from stacks on the Map to the face-up side (you don't resolve them).
Then, discard the Request for Help card.

303 *The strange device springs to life with a low whir, as gears and circuits hum with purpose. Within moments, it exerts an unseen force upon the environment, erasing the nearest anomaly as if it were never there. This sudden disappearance of the threat, courtesy of the device's arcane workings, adds an eerie silence to the air, altering the landscape of danger in the blink of an eye.*

Find the closest Anomaly standee to the Strange Device. Discard it with it's overlay and the , if there was any.

305 *Blindingly bright lightning bolts towards the target with a loud crack!*

Place a on your space.
Each Entity within Range 1 from the target space gains a and a .
Discard this Item.

307 *It hasn't been an ordinary grenade…*

Place a on the target space.
For each Entity on that space, resolve:
Stalkers: Suffer 12 (you may roll for Defense).
Enemies: Heavy Wound.
For each Entity at Range 1, resolve:
Stalkers: Suffer 8 (you may roll for Defense).
Enemies: Light Wound.

310 *Bad luck! Destiny caught up with Pavlo, and he was unable to avoid the sneak attack.*

Discard the Pavlo standee and card from the game.

311 *Well, someone hid some money here for a rainy day.*

Gain 5,000 ₹.

313 *The machine roars to life, belching acrid smoke and possibly alerting everything nearby to your presence.*

Place the on your space.
Move the Vehicle token forward until it reaches the first Wall, Impassable Terrain, or Map edge. It will stop moving when it touches that Wall etc.
If there are any Entities in the Vehicle's path, move them by 1 space out of the way of Vehicle token (they simply dodge aside).

316 *Hey, have you seen anything interesting around here?*

A chosen Stalker within Range 1 of Yanek may discard a to:
- ◊ Place 1 on the space with Yanek.

OR
- ◊ Flip any 3 on the Map to their face-up side (you don't resolve them).

318 *A good, big gun – that's just what I need!*

Attack with the following Weapon, add your Stalker's Shooting dice as if Attacking with your Weapon:
DEFECTIVE HMG
Accurate Range: –
Max. Range: 6
Ammo: ∞ (unlimited)
Suppressing: For each deal a .
Burst Fire: 0 | X |
You may roll up to 4 , but if you rolled 12 or more , then after resolving the effect of the shot, the HMG jams (place an on this card).
You may spread and effects between the Target and all Enemies in Range and your LoS.

319 *The door groans on its rusty hinges. You smell damp air coming from the underground.*

Roll the :

- – See Script **199**.
- – See Script **003**.
- – See Script **345**.
- – See Script **097**.

320 *Suddenly, the darkness around you goes wild and turns into a swirl of black claws and fangs! After a brief but violent scuffle, you lie covered in blood, and the ominous growl becomes slightly distant again.*

Suffer 10 (you may roll for Defense).

Then, see Script **005**.

322 *Tonight, the darkness is so thick it feels almost tangible, a heavy blanket that smothers every hope of light.*

Roll the :

- – See Script **086**.
- – See Script **190**.
- – See Script **352**.
- – See Script **239**.

324 *Twang! Metal bars fall behind you! The Prison is closed again, but now you are the prisoner here.*

Place the Locked Door token back on the Prison's Door. Place the Locked Door card next to the Map.

325 *The stunner sits idle, waiting patiently to be fixed.*

Roll the :

- , – Ouch, electric shock! Lose 5HP OR discard the Stunner token and card (Stunner is destroyed).
- , – You fixed the device. Discard the from the Stunner card.

328 *The dark hole seems to call for you to enter. You cannot resist the pull, and soon, you find yourself inside.*

If several Stalkers meet the condition of this Script, choose one of them.

Move your Stalker toward the Mysterious Cave token / Dark Entrance token by 3 spaces. It means that your Stalker will be inside the Mysterious Cave / Dark Entrance at the end of that Movement.

Then, gain a .

330 *Behind half-rotten crates, you spot a rifle in the corner of the room.*

Gain 1 Tier III Weapon.

332 *You hear the muffled sounds of your enemies as you dive into the deep water. It is numbingly cold, and you try not to think about the radiation.*

Dive underwater: Place your Stalker on the marked space (behind the Wall in this building). You are inaccessible to most Enemies there. While your Stalker is underwater (i.e., on a marked Flooded Room space), whenever an Enemy Activation card is resolved, you lose 3HP (at the end of the Enemy Activation). You can surface anytime you want, if you do so, place your Stalker in a larger Flooded Room space (i.e. the space not behind the Wall).

334 *These enemy attacks are driven by their fury. You have a slim chance to escape unscathed.*

One chosen Raging Enemy within Range 2 from a Stalker moves by up to toward that Stalker and then performs their Attack (if able). This movement can't be interrupted unless the Enemy gains LoS to the Stalker. Instead of suffering , you roll the :

- – *You manage to dodge the attack, and you are able to find an opening in that enemy's defense*: Perform a Knife Action, disregarding the Range restrictions, adding +5 to the result.
- – Lose half your current HP (rounded up).
- – Lose 10HP.
- – Lose all remaining HP (if this caused your HP to drop to 0, gain a Critical Injury).

337 *Alien thoughts invade your mind, clouding your reasoning and forcing you to drop your gun and run away.*

If several Stalkers meet the condition of this Script, choose one of them.

Discard your current equipped Weapon and Move out of the LoS of the Controller.

339 *Plain garbage…*

Gain 3 .

340 *There is a loud whistle when the metal cover is punctured. Strange fumes are now coming out of the silo…*

If the Toxic Cloud card was already in play, nothing happens when the Silo is destroyed. Discard the Silo card.

Otherwise, place the Cloud token (if available) on the space with the Silo token. Find the Toxic Cloud card in the Setup deck and place it next to the Map. Then, discard the Silo card.

343 *As you step forward, the floor gives way beneath you with a terrifying crack, and you plummet into the darkness below. You land amidst the rubble of a ruined basement, raising a cloud of dust.*

If there is no Lost Territories Ruin or Poppy Field tile in the game, find the Lost Territories Ruin tile and place it next to the Map. Place on your space.

Place your Stalker on the space with the on the Ruin tile. Place your on your space.

Discard this card.

345 *As you enter the room, you find out that there is a radio station inside. It still works.*

You may look at the front of the top Event card. Then, put it back.

But wait, is there another passage here?

If you open – see Script **374**.

Otherwise, nothing more happens (return to the game on the Map).

348 *Okay, now this is something interesting!*

Gain 1 Unique Loot.

350 *The stunner gets louder and louder; you cover your ears and see everyone in the vicinity doing the same.*

3 chosen Enemies on the Map gain a .

352 *Someone, or something, is exploiting the darkness, using superior night vision to their advantage. You're left vulnerable, a target in the blackness, with only your instincts and the scant cover available to protect you from what lurks just beyond sight.*

Gain a and discard your Attention from the Map. Then, place on your space.

354 *This is bigger than you thought! The narrow concrete corridors get tangled, and you wander in the dark. You finally find a way out…*

Place your Stalker on a chosen Indoor space at Range 3 (ignoring any Walls or Impassable Terrains) from the Dark Entrance token.

357 *If you could support this boulder with a stick, and then run a tight string over here to this fuel barrel, then…*

Roll the :

- – Place 1 Fire, 1 , and 1 tokens, if available, under this Trap token. Find the Fire card (from the Special deck) and place it near the Map.
- – Place 1 Fire and 1 tokens, if available, under this Trap token. Find the Fire card (from the Special deck) and place it near the Map.
- – Place 1 and 1 tokens, if available, under this Trap token.
- – Place 1 and 1 tokens, if available, under this Trap token.

360 *This is bigger than you thought! The narrow concrete corridors get tangled, and you wander in the dark. You come to a small room with a radio station. Documents and maps are on the desk. At first glance, it is clear that this is an exceptionally valuable find.*

You may mark any Request, if there is one in the game, as completed (found documents replace it!). To mark this, place an on this Request.

Additionally, gain 3000 .

Then, place your Stalker in any Indoor space within Range 4+ from the Dark Entrance token.

Place an on the Dark Entrance card.

361 *The enemy onslaught leaves you reeling.*

This Enemy performs an Attack against a Stalker within Range 3 and in LoS. After the Attack, the targeted Stalker gains a .

362 *Get out of my area!*

A chosen Stalker within Range 2 from Timur suffers 8 (you may roll for Defense).

Then, place Timur on any space within Range 2+ of Enemies and Stalkers. If this is not possible, remove Timur from the game.

365 *A loud bang shakes the entire area. And what? That's all?*

Remove all Attention tokens from the Map.

Chosen Enemies on the Map gain a and/or (3 status tokens total).

Place your Stalker on any space within Range 3.

368 *I don't sell just any junk there. See for yourself what rarities I have available…*

Draw 3 Items and 1 Unique Loot – this is what Yanek offers for sale. You can buy any Yanek's goods: discard as many of your Equipment cards and Coupons with a total value equal to or greater than the total value of the Equipment you want to purchase.

Alternatively, regardless of price, you can purchase Yanek's Items for 1 Cossacks Vodka each, and Yanek's Unique Loot for 1 Artifact.

After finishing this trade, place Yanek on a chosen space within Range 2+ of Stalkers.

370 *Okay. So, which one are we targeting today?*

You may discard as many of your Equipment cards and Coupons with the total value equal to or greater than:

- 0 – So that the Target is 1 Monolithian Enemy (yes, this option is for free).
- 100 – So that the Target is 1 Enemy.
- 1000 – So that the Target is 1 Enemy.
- 5000 – So that the Target is the Enemy.

If you choose to not pay for the order, nothing happens (return to the game on the Map).

Otherwise: Place the Target token on the selected Enemy standee you paid for. Remove the Mrs. Vulture standee from the Map and place it on her card.

373 *Hallucinations sweep over you, drawing you into unconsciousness and a world of haunting visions. This mental ordeal blurs reality, leaving you to question what's real and what's imagined.*

Gain a . Then, place all Enemies from the Map on spaces adjacent to your space.

You may discard 1 **Anti-Psionic** Item to ignore those effects.

374 *Is it my imagination or do I hear voices far down the tunnel?*

Find the Spawn Points card in the Special deck (if available) and place it next to the Map.

Then, place the Spawn Point A token (if available) on any spaces of the Bunker tile.

If the Spawn Points tokens and card are not available (they were already in play), nothing happens.

Attention! If you are playing the ELIMINATION Scenario, do not place the Spawn Point token.

376 *A loud shot pierces the air. Someone is shooting at you! The camp wasn't abandoned after all.*

Each Stalker in this Room suffers 8 (they may roll for Defense).

Before they roll, they may gain a to increase their Defense by 2 .

378 *Oh, I didn't expect that here!*

Gain 1 Unique Loot and 5,000 .

Discard the Safe token and card.

380 *Now it should work...*

Place the Heavy Machine Gun token (if available) on any space of the Armored Wreck token. Place the token so that it clearly points north, east, south, or west. Find the Heavy Machine Gun card in the Setup deck (if available) and place it next to the Map.

Then, place 6 (Ammo) on the Heavy Machine Gun card.

If Heavy Machine Gun token is not available – see Script **159**.

382 *The armory is full of detonators, primers, and brass casings. It is a literal powder keg, ready to explode in your face. Be careful, stalker.*

Roll the :

- – See Script **386**.
- – See Script **228**.
- – See Script **205**.
- – See Script **082**.

384 *An enemy swiftly sets up an RPG launcher. Aimed at you with deadly intent. If there ever was time to get out, stalker, it is now!*

Choose any Stalker in LoS of any Human Enemy. Place the Viewfinder token on that Stalker's space.

After the first of that Stalker, this space will be hit by the RPG, and then you will read the Script **129** to see the effects. Place an on that Stalker's Turn token as a reminder.

385 *"Leave your stuff and get out of here, Stalker! I promise I won't shoot!" – it seems this enemy doesn't want to waste bullets on you.*

You may decide to discard any Equipment cards of total value of 4,000 and lose all the Ammo in your Weapon. If you do, that Enemy gains a .

Otherwise, this Enemy Attacks you.

386 *You find a real treasure on the workbench, covered by an oily tarp. Legendary Object 62, locked and loaded.*

Gain the Gauss Gun Weapon card (if available). This Weapon cannot be reloaded.

When there are no more in the Armory, the Armory is empty. Discard this card.

388 *When you snatch the artifact, the whole tunnel trembles and starts to collapse around you, showering you with pieces of concrete and rubble.*

Suffer 10 (you may roll for Defense). Before you roll, you may discard a to increase your Defense by 2 .

390 *The prison is completely empty, and whoever was kept here is long gone.*

If there are more than 2 Event cards in the Event deck, see Script **324**.

Otherwise, nothing happens (return to the game on the Map).

393 *Someone here must have been too hungry... Antin ate our supplies!*

Each Stalker within Range 2 from Antin discards all Food Items.

396 *An explosion shakes the area.*

For each Entity on that space, resolve:

Stalkers: Suffer 10 (you may roll for Defense).

Enemies: Heavy Wound.

Other: Treat as if Attacked with a Blast effect.

Place 1 Hole token on any Wall on that space (if there was any).

398 *Radiation!*

Increase your Radiation dosage by 4 (modified by your Armor's Map Radiation).

ICON GLOSSARY

These are new Icons that appear on the ZS components:

- **On** – Token placed to mark that something is working or done.
- **Off** – Token placed to mark that something is broken, fully used, or incomplete.
- **Decreased difficulty** – Means that the game is easier. Decreases the possible Scenario score.
- **Increased diffucilty** – Means that the game is more difficult. Increases the possible Scenario score.

CREDITS

Dedicated to the memory of Łukasz Orwat, the best of us. May we meet again.

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